FINAL FANTASY®

ULTIMANIA ARCHIVE



X XI XII XIII XIV

VOLUME 3

FINAL FANTASY®

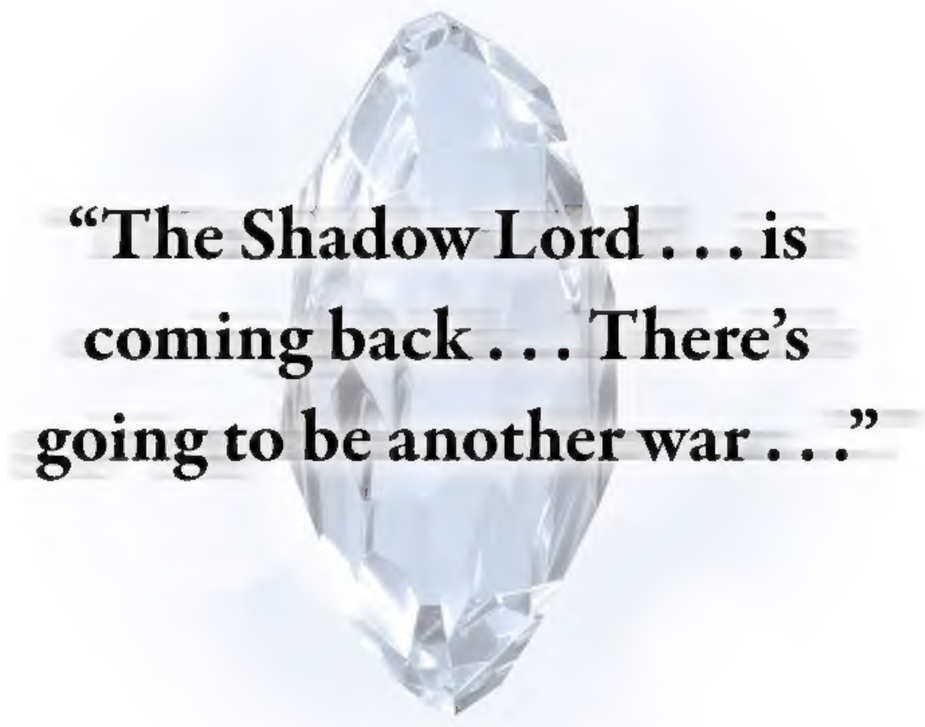
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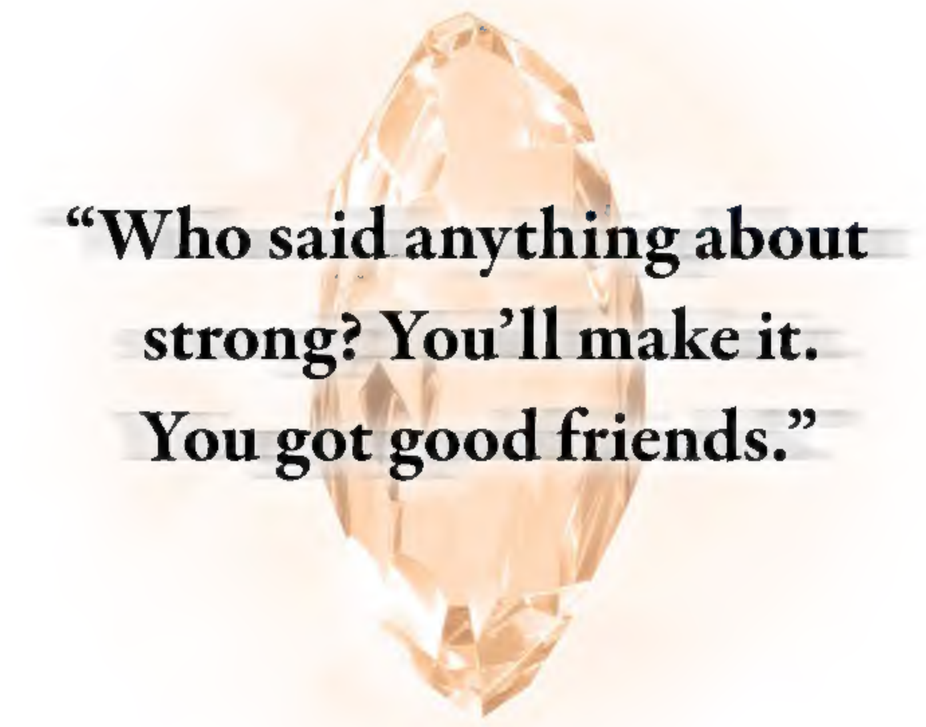
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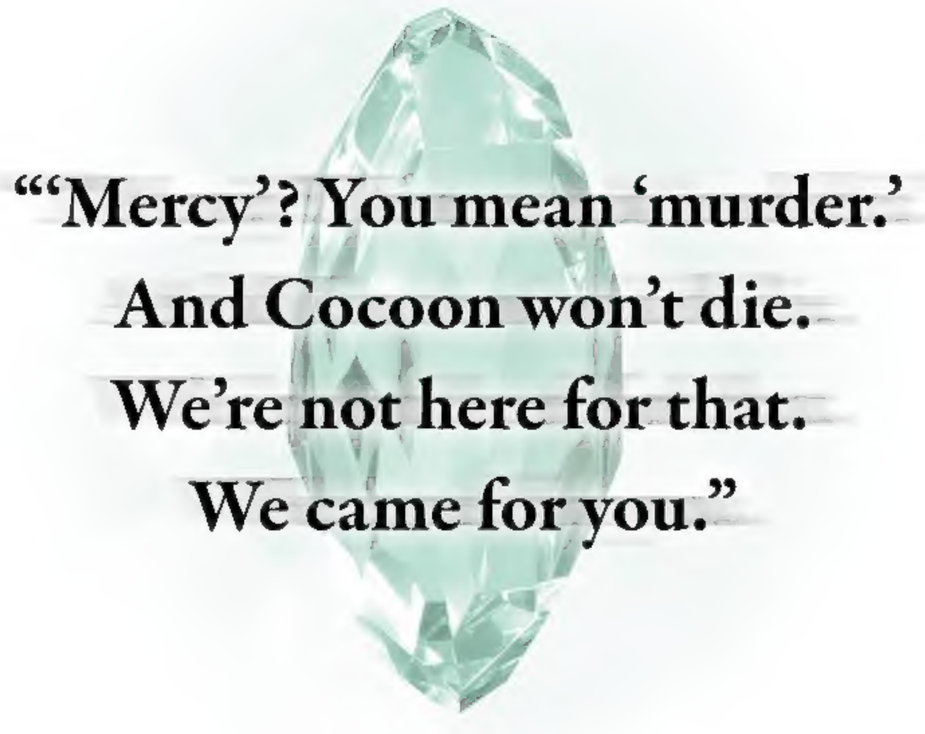
“I know this is selfish . . .
but this is my story!”



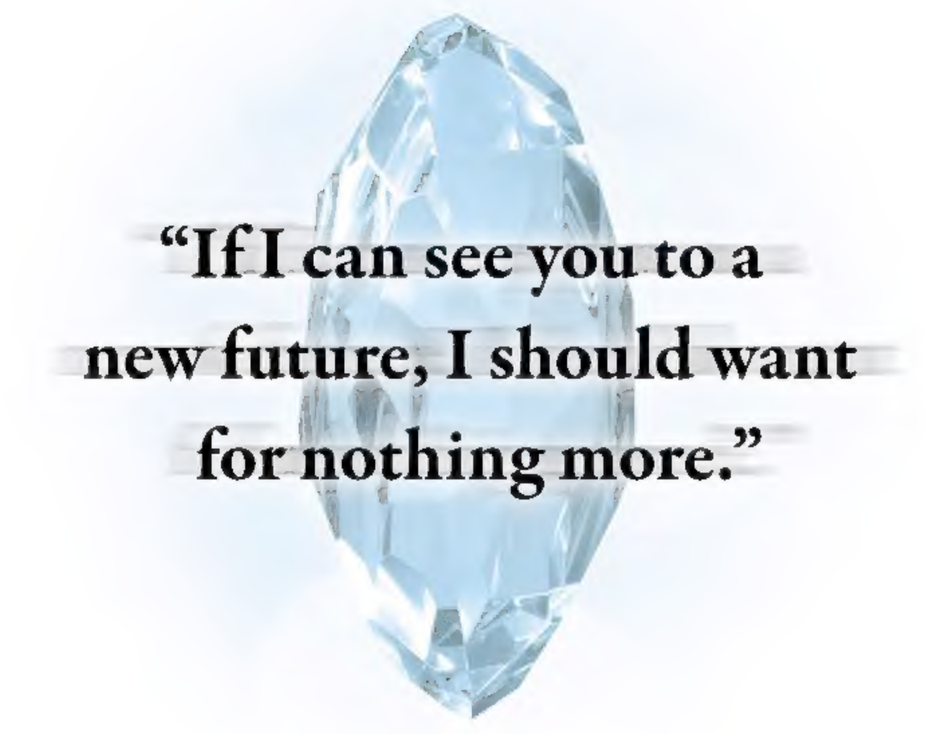
“The Shadow Lord . . . is
coming back . . . There’s
going to be another war . . .”



“Who said anything about
strong? You’ll make it.
You got good friends.”



“‘Mercy’? You mean ‘murder.’
And Cocoon won’t die.
We’re not here for that.
We came for you.”



“If I can see you to a
new future, I should want
for nothing more.”

"Well, then . . . I mean . . . you know.
Let's end this."

"Your kind awoke the fury
within me, and I was reborn
into rage incarnate—
as the Shadow Lord!"

"Today we write the first page of
a new history: our history. Each
of you must play his part. Put
down this rebellion. For
Archadia! We fight!"

"Salvation is born of sacrifice—
miracles, of misery.
From shattered shards,
a new crystal legend will arise."

"O Mighty Dalamud!
Red moon of destruction!
Grant unto me
Thy power, that I might
carry out Thy will!"

FINAL FANTASY®

ULTIMANIA ARCHIVE

X XI XII XIII XIV

VOLUME 3

FINAL FANTASY ULTIMANIA ARCHIVE VOLUME 3

CONTENTS

- This book abbreviates "*Final Fantasy*" as "*FF*."
- Titles within each game's data pages without a designated seller are sold by Square Enix (named "Square" prior to March 31, 2003).
- Character quotes are based on dialogue from the original versions of each title but may have been revised for easier reading.
- This book uses the following abbreviations for video game consoles:
  DS.....Nintendo DS
  PS2.....PlayStation 2
  PS3.....PlayStation 3
- The handwritten text in some images has been replaced with typeset translations and may appear to differ from that seen in original sketches.
- Text in in-game screenshots uses translations from the most recent versions available at the time of printing. As a result, the dialogue, statistics, and names of characters, locations, items, etc. may differ from those found in the original English versions of the video games.
- Some of the games in this book are not currently available for purchase.
- While Dark Horse has made every attempt to include proper attribution to the artists who contributed to these games, we regret if errors or omissions have occurred. Acknowledgements for the voice performances within *FFX*, *FFXII*, and *FFXIII* were researched by Dark Horse through the reference of each respective title's closing credits. Please contact the publisher at help@darkhorse.com if you are able to supply any new information.

FINAL FANTASY

X

Final Fantasy X 6

ART 8
FINAL FANTASY X STORY 14
CHARACTERS 15
WORLD 54
MONSTERS 68
EXTRA CONTENT 80
Aeons 80
Weapons and Armor 85
Vehicles 88
Animals 91
Items 91
Other Model Sheets 92
Blitzball Planning Materials 94
System Planning Materials 95
Image Boards 96
Image Illustrations and CG Rough Sketches 98
Movie Storyboards 100
FINAL FANTASY X MEMORIES 104

FINAL FANTASY

XIII

Final Fantasy XIII 230

ART 232
FINAL FANTASY XIII STORY 238
CHARACTERS 239
WORLD 264
MONSTERS 278
EXTRA CONTENT 286
Fal'Cie 286
Eidolons 290
Legendary Beings 297
Clothing Designs 298
Animals 299
Vehicles 300
Weapons 305
Items 308
Crests and Logos 310
Crystallized Characters 311
Finale Materials 312
Image Boards 313
Miscellaneous Development Materials 314
Unused Designs 316
FINAL FANTASY XIII MEMORIES 318

FINAL FANTASY

XI

Final Fantasy XI 106

ART 110
FINAL FANTASY XI STORY 112
CHARACTERS 113
WORLD 128
MONSTERS 142
EXTRA CONTENT 146
Avatars 146
Artifact Armor 148
Image Boards 150
Miscellaneous Development Materials 152
FINAL FANTASY XI MEMORIES 154

FINAL FANTASY

XII

Final Fantasy XII 156

ART 158
FINAL FANTASY XII STORY 164
CHARACTERS 165
WORLD 198
MONSTERS 210
EXTRA CONTENT 214
Vehicles 214
Espers 220
Weapons 221
Image Boards 222
Movie Materials 223
Miscellaneous Development Materials 224
FINAL FANTASY XII MEMORIES 228

FINAL FANTASY

XIV

Final Fantasy XIV 320

ART 322
FINAL FANTASY XIV STORY 324
FINAL FANTASY XIV: A REALM REBORN STORY 325
Races and Classes 326
Primals and Monsters 328
Locations 330

CREATORS' VOICES

Twenty-five years of *Final Fantasy*, Vol. 3 332





Taking production to new dimensions with voices and expressions.

The PlayStation 2 platform allowed characters to express themselves through speech and facial emotions for the first time. *FFX* tells the tale of Tidus, Yuna, and their companions, who journey to save the world from the threat of the gargantuan fiend known as Sin. The Conditional Turn-Based Battle system was adopted for combat, creating a heightened sense of strategy. In 2003, the story of *FFX* saw a continuation in the sequel titled *Final Fantasy X-2*.



PlayStation 2

Final Fantasy X



JP Launch Date ● July 19, 2001
NA Launch Date ● December 17, 2001

PlayStation 2

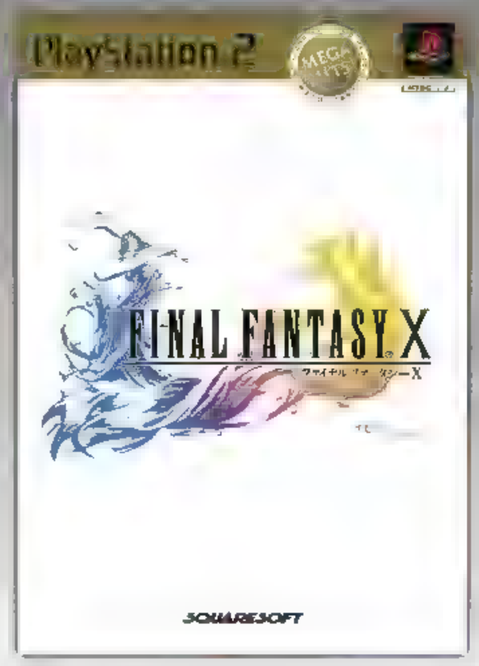
Final Fantasy X International



Launch Date ● January 31, 2002

PlayStation 2
(Mega Hits!)

Final Fantasy X



Launch Date ● January 16, 2003

PlayStation 2
(Ultimate Hits)

Final Fantasy X



Launch Date ● September 8 2005

PlayStation 2
(Ultimate Hits)

Final Fantasy X/X-2 Ultimate Box



Launch Date ● September 8, 2005

PlayStation 2
(Ultimate Hits)

Final Fantasy X International



Launch Date ● January 25, 2007

PlayStation 2
(Limited Edition)

Final Fantasy 25Th Anniversary Ultimate Box



Launch Date ● December 18, 2012
* Square Enix e-Store Limited Edition

PlayStation 3

Final Fantasy X/X-2 HD Remaster



JP Launch Date ● December 26, 2013
NA Launch Date ● March 18, 2014

PlayStation Vita

Final Fantasy X HD Remaster



JP Launch Date ● December 26, 2013
NA Launch Date ● March 18, 2014

PlayStation 4

Final Fantasy X/X-2 HD Remaster



JP Launch Date ● May 14, 2015
NA Launch Date ● May 12 2015

FINAL FANTASY X

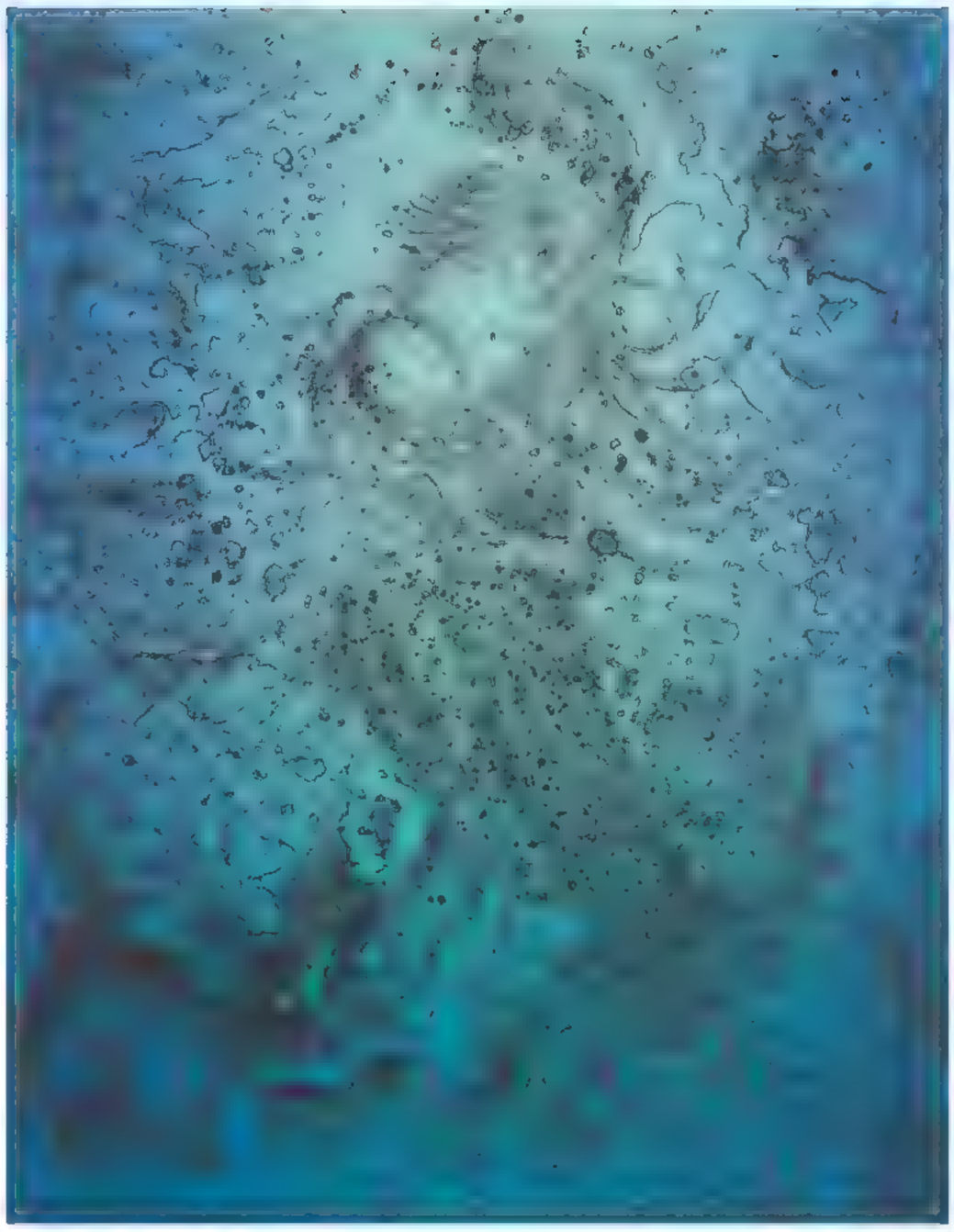
ART



Tidus and Yuna

Tidus and Yuna in the sacred spring

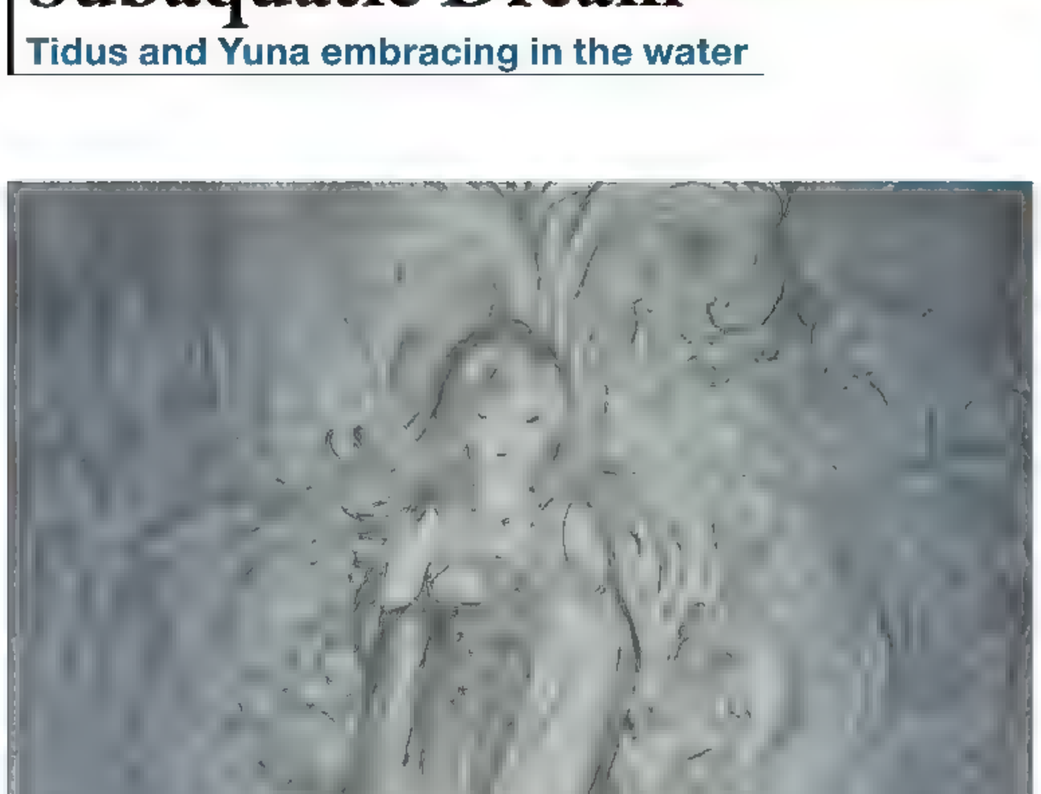




Subaquatic Dream
Tidus and Yuna embracing in the water

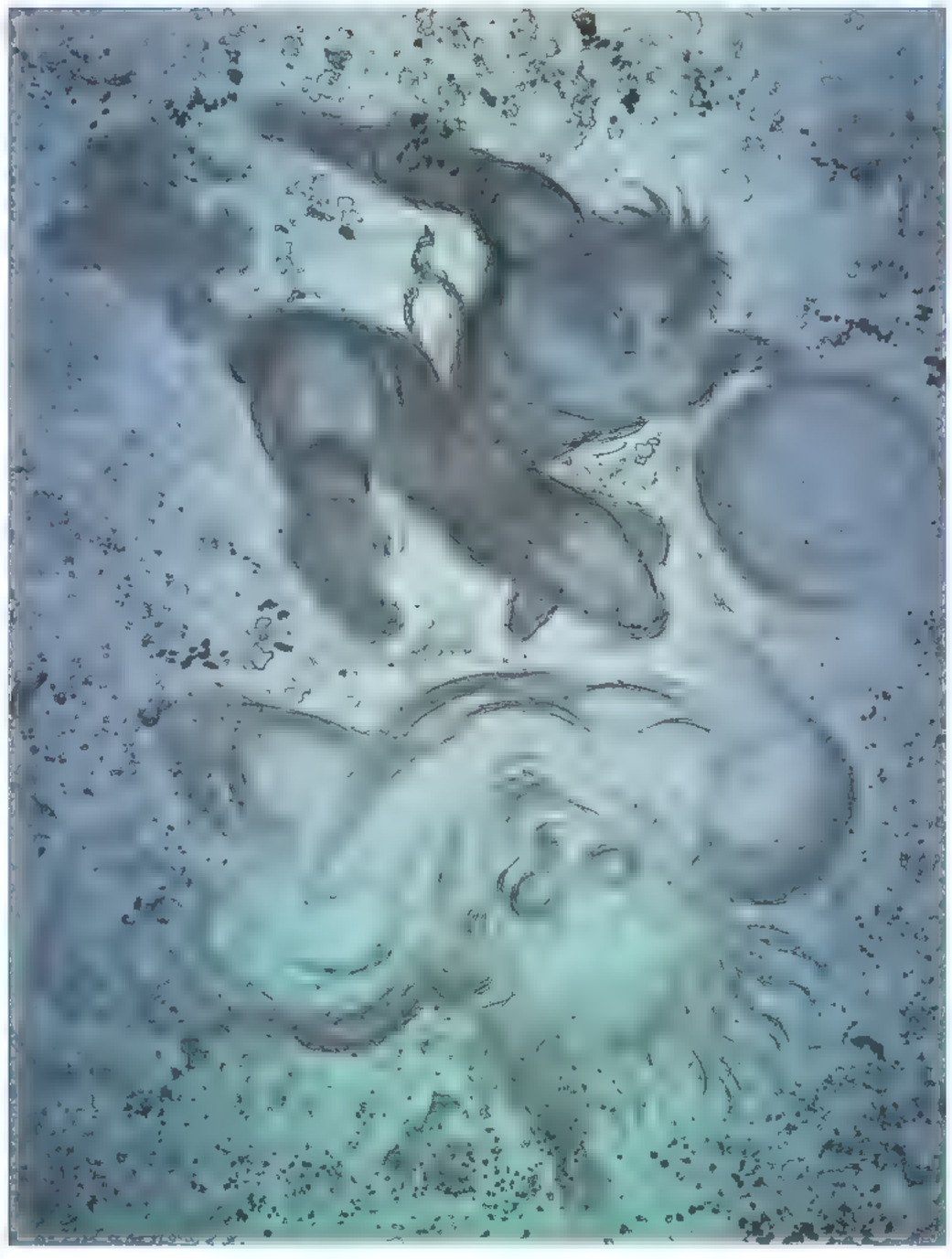
Steel
Tidus





Prayer on the Sea
Yuna

Bound
Tidus playing blitzball





Reflected Dream

Tidus floating on the water

Raging Waters

Tidus fighting underwater





Soul

Tidus



Morning Song

Yuna

In the Spray

Yuna performing a Sending





Tow

Rikku, Brother, and Cid



Remembrance in Flame

Comrades around the campfire

Hope

Friends to the end





Noir

Seymour and Yuna



Warmth

Tidus and Yuna

Unfathomable Depth

Sin



Song of the Sea

Sin

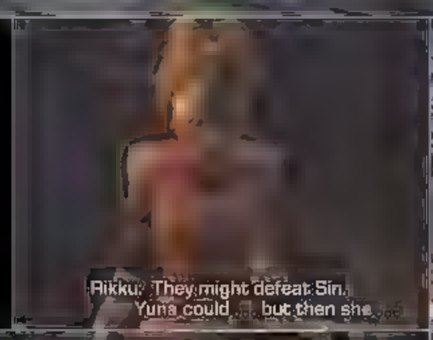




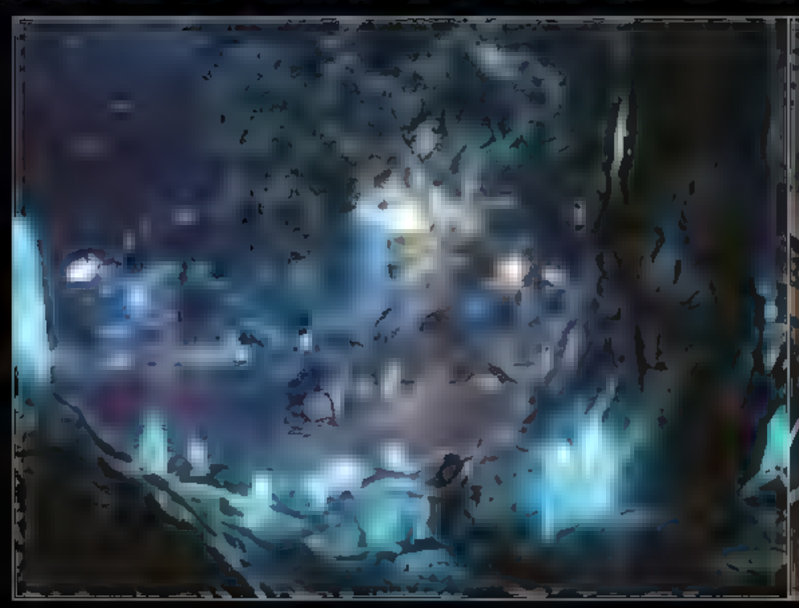
FINAL FANTASY X

STORY



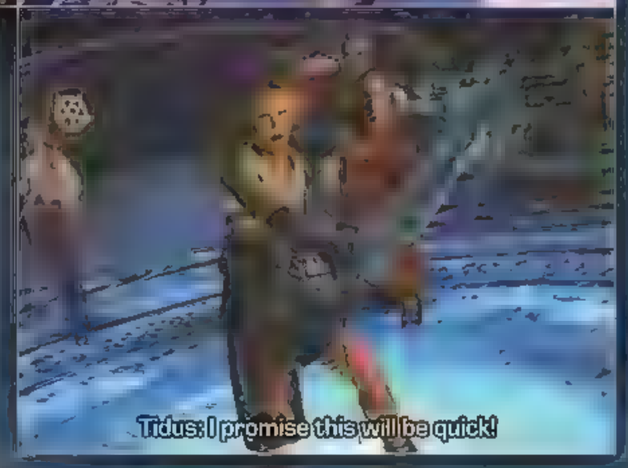










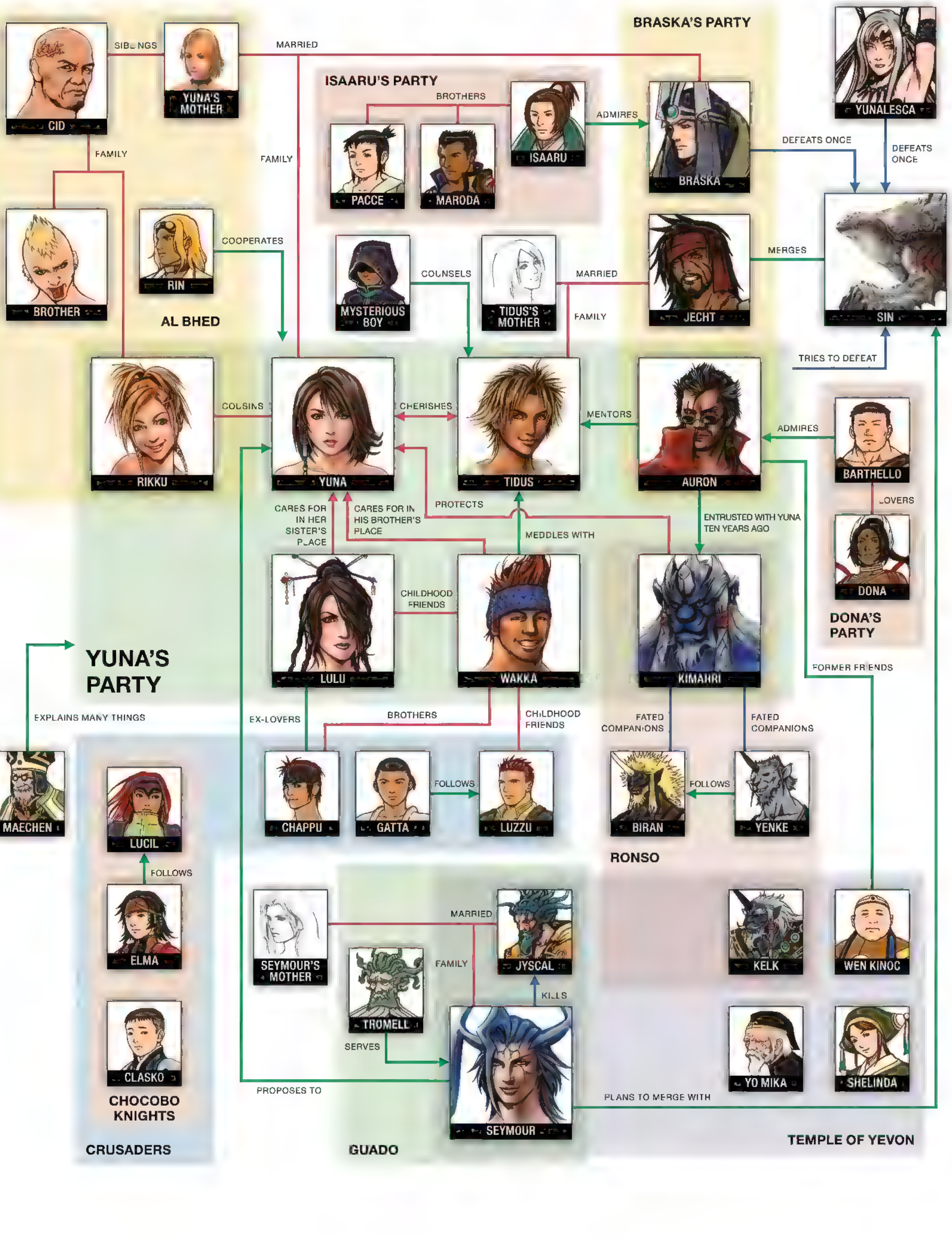


The world of Spira is caught in a cycle of death. Its people live in fear of the great menace known only as Sin. The people seek solace in the temples of Yevon. The Yevon faith teaches that the only way of temporarily defeating Sin is for summoners to sacrifice their lives while performing the Final Summoning. To this end, summoners periodically set out on pilgrimages with the goal of returning peace to Spira. But even the Final Summoning cannot kill Sin—it only prevents Sin from reviving for a time. In those peaceful periods, known as Calms, the people receive a brief respite from Sin's menace.

Lady Yuna of Besaid Village is one such summoner, determined to bring about the next Calm. She meets Tidus, a boy cast into Spira from Dream Zanarkand. Faced with this unfamiliar world, the lad becomes one of Yuna's guardians and joins her on her journey. Their quest throws them into a series of shocking events, including the devastation of the anti-Sin ranks of the Crusaders, the revelation of Sin's true identity, and the betrayal of the temples. Despite this, the group overcomes the trials and forges its own story.

FINAL FANTASY X
ファイナルファンタジーX

CHARACTERS



Tidus

The optimistic crybaby who gives hope
to a world gripped in the spiral of death.

ティーダ [Tīda]



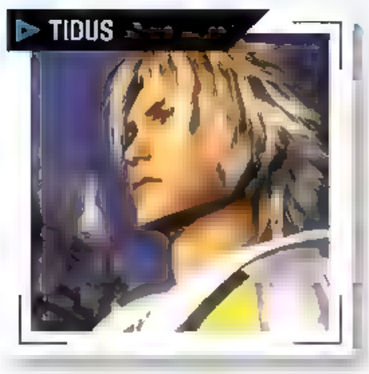


Personal Data

Race	Human (Fayth Dream)
Hometown	Dream Zanarkand
Gender	Male
Age	17
Height	175 cm
Weapon	Swords
Voice Actor	Masakazu Morita (Japanese)/ James Arnold Taylor (English)

A popular blitzball player from the metropolis of Zanarkand. The son of Jecht, a blitzball legend, Tidus rebelled against his father from an early age. During a match, Tidus is attacked by the monstrous fiend known as Sin. Thrown into the unfamiliar world of Spira, he joins the summoner Yuna on her journey. During their travels, Tidus touches on dark secrets surrounding Sin and his father, learns the truth about himself and his hometown, and acts to defend Yuna and Spira . . . even if it means sacrificing himself.

Memorable **Quotes**



"I'm telling you, it's all your fault!"

—At Luca Seaport, yelling at Auron after their reunion.

Tidus reconnects with Auron, the man responsible for his arrival in Spira, and gives him a piece of his mind. Tidus's spite is the result of confusion, but the truth he soon comes to know about Sin is far more terrible than anything he can imagine.

"Let's get ready to blitz!"

—Aboard the *Fahrenheit*, calling for the pursuit of a cannon-weakened Sin.

Tidus treats the battle with Sin like it's a blitzball game and cheers on his friends. That's the ace of the Zanarkand Abes for you!

"Listen to my story. This may be our last chance."

—During the opening (among other places), reflecting near the end of his journey.

The defining words of *Final Fantasy X*. This remark is also made near the end of the story, in the ruins of Zanarkand. Tidus looks back on their journey, and the rest of the tale is told as a flashback.

"I know it's selfish . . . but this is my story!"

—Inside Sin, before the final battle with Yu Yevon.

Defeating Yu Yevon—the core of Sin—would cause Tidus to disappear from existence, along with the rest of the dreams created by the summoner. Despite knowing this, Tidus moves to end Spira's nightmare and bring his own story to a close.

"I give up! So what would an adult do, then? They know they can just throw away a summoner, then they can do whatever they like."

—At the Zanarkand Dome, firing back at Wakka, who had called him childish.

Tidus knows his desire to save Yuna is secondary to preventing Sin from resurrecting itself, yet he implores his friends to help him achieve it. This childish, impulsive side of Tidus is just what Spira needed to break the thousand-year cycle of meek obedience plaguing its people.

"I hate you."

—In Tidus's dream (among other places), talking to his father, Jecht.

These words reflect Tidus's feelings for his father. He says this near the beginning of the story, while being teased in a dream. By the end of the tale, when Tidus has learned the truth about his father, these words become a backhanded expression of love.





▶CG Image

Tidus stands in the shallows of Besaid Island, holding the Brotherhood blade he received from Wakka. This scene connects to the secret ending of the sequel, *Final Fantasy X-2*.

▶Face Illustration (Initial Design)

Brown hair.
Discolored on the ends by sunlight
(the color is deeper at the roots).
Skin is tanned. Eyes are blue.



Tidus / Male / 17 / Light Warrior / Protagonist

▶Face Illustration (Pre-color)





In the early stages of development, only the tips of Tidus's brown hair were bleached from the sun. The illustration on the right was used on the jacket of the preorder bonus CD and mirrors the Yuna illustration used on the jacket of the maxi single (seen on page 22).

▶Full-Body Image (Pre-color)

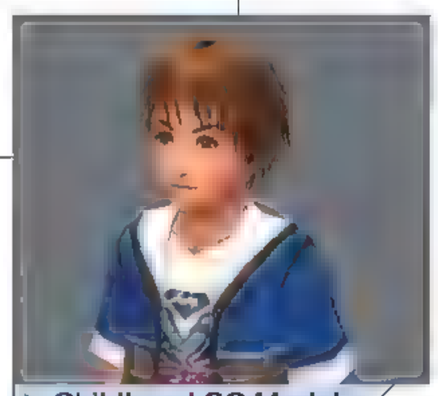


▶CD Jacket Illustration (Pre-color)

▶Childhood Full-Body Image



Child Tidus, appears in flashback scenes with Jecht. His hair is brown like his mother's, and his shirt is emblazoned with the Zanarkand Abes logo.

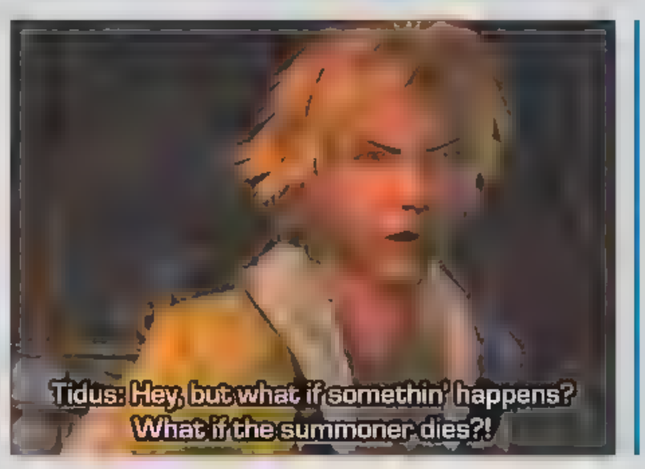


▶Childhood CG Model

Attack during the Match

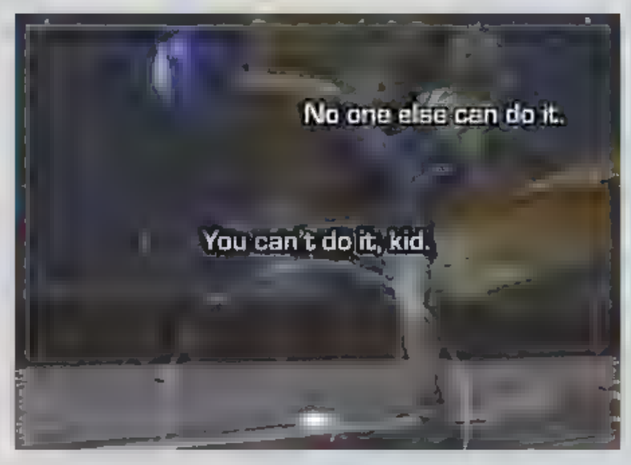
A massive beast suddenly attacks during Tidus's blitzball match against the rival Zanarkand Duggles. The creature, which Auron refers to as "Sin," lays waste to the city of Zanarkand and carries Tidus to an unknown world . . .





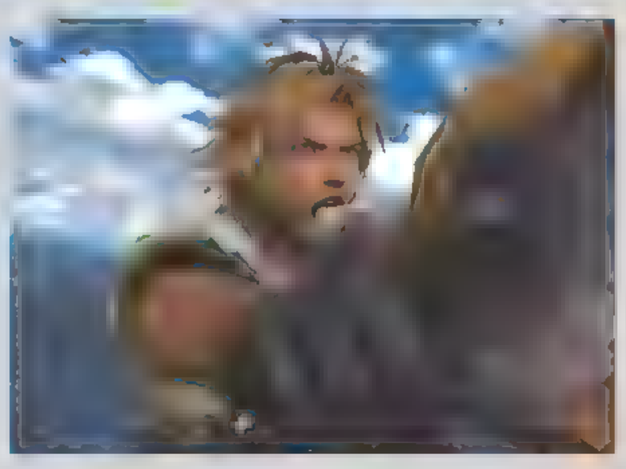
Save the Apprentice Summoner

The night Tidus arrives at Besaid Village, the apprentice summoner Yuna fails to return from the temple. This reminds Tidus of the day his father didn't return from training. Tidus barrels into the temple's trial room to save the missing apprentice.



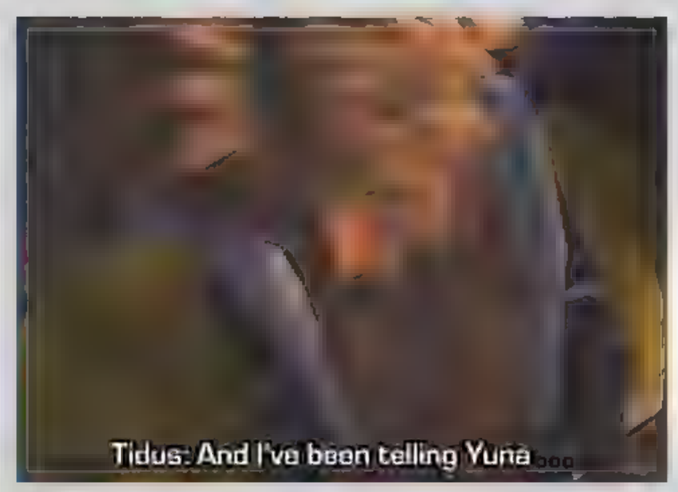
Stop Right There, Goers!

During the opening ceremony of the blitzball tournament, Tidus gets angry when the live broadcast mocks the Besaid Aurochs. Grabbing a megaphone, Tidus declares his intent to win the whole thing! Wakka is annoyed, but in the end the Aurochs make his declaration a reality . . .



Bitter Memories

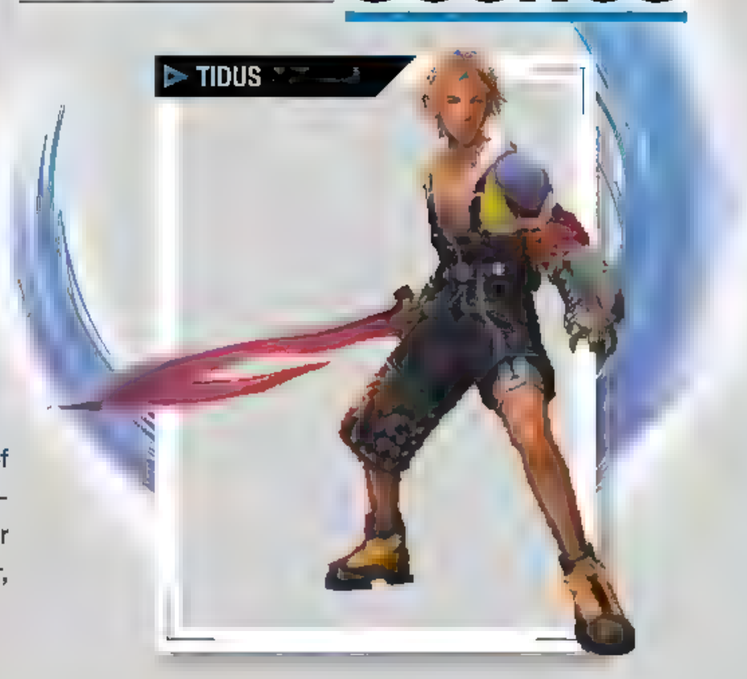
To young Tidus, his father was an awful person who looked down on and belittled his own son. On the ship to Kilika, Tidus recalls how he felt back then and performs his father's signature Jecht Shot to shake off the bitter memories.



The Truth of the Summoner's Journey

Tidus learns a cruel truth in the besieged Al Bhed city of Home: if a summoner completes their pilgrimage by performing the Final Summoning to defeat Sin, the summoner will die . . . Regretting his previous thoughtless behavior, Tidus resolves to save Yuna, no matter the cost.

Memorable **Scenes**





Wedding Crashers

After Yuna goes missing in Bikanel Desert, she is forced to marry the unsent Seymour at the head Yevon temple in Bevelle. Tidus and friends break through Bevelle's tight security and storm the wedding ceremony, all for the sake of saving Yuna.



The Purest Kiss

At the sacred spring, Tidus tries to cheer up a despondent Yuna by suggesting they go to Zanarkand, where he grew up. And yet, they both know this is an unattainable dream. Seeing Yuna's tear-streaked face, Tidus embraces the young summoner, and the two share a kiss.

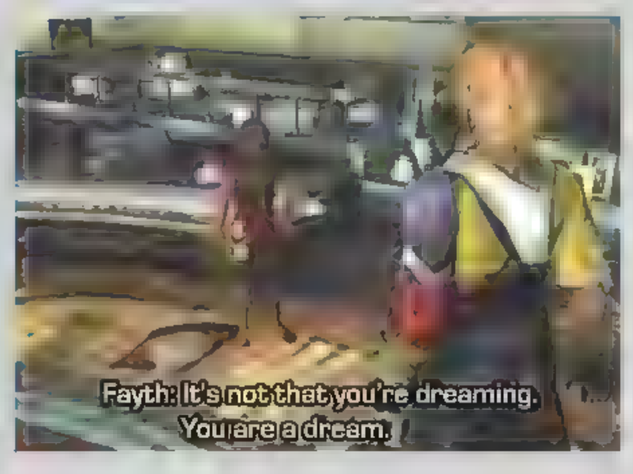
Confronting His Hated Father

Jecht awaits within the depths of Sin, but after ten years apart the reunion of father and son will also be a farewell. Sensing his father's clumsy attempts at affection, Tidus can't help but weep. He dives into the final battle to free Jecht with his own hands.



The Living Dream

Standing before the countless statues of the fayth that stand on Mt. Gagazet, Tidus learns a shocking truth from a mysterious boy—the embodiment of Bahamut. It seems that Tidus is but a part of the fayth's dream, and that dream will end when he and his comrades free Spira from Sin's threat . . .



Yuna

A summoner possessing endless kindness,
willing to sacrifice herself to save the world.

ユウナ [Yūna]

Personal Data

Race	Human (half Al Bhed)
Hometown	Bevelle
Gender	Female
Age	17
Height	161 cm
Weapon	Staff
Voice Actor	Mayuko Aoki (Japanese)/ Hedy Burress (English)

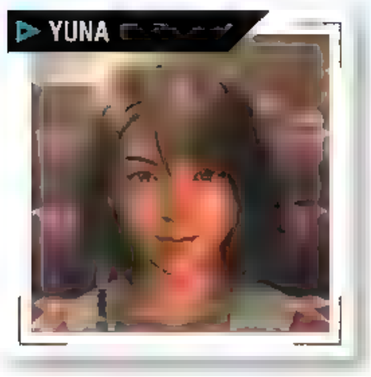




A summoner who is following in the footsteps of her father, the revered high summoner Braska. Yuna's tender nature balances her fierce resolve. Like her father before her, Yuna seeks the power of the Final Summoning to defeat Sin. Beginning her quest, she sets off from Besaid Village. At first Yuna is ready to trade her life to bring about a temporary Calm, but her pilgrimage leads her to discover how the teachings of Yevon deceive those they are meant to guide, as well as the true nature of the Final Summoning. Armed with this information, she resolves to live and reject the endless spiral of death.



Memorable **Quotes**



"I will defeat Sin . . . I must defeat Sin."

—At Kilika Port, viewing the destruction wrought by Sin.

Summoners aim to defeat Sin, even at the cost of their own lives. Yuna is willing to follow suit if it will help her world and sets out for the Zanarkand Ruins, where the Final Summoning awaits.

"You won't . . . go away, will you?"

—At Bevelle Temple, muttering behind Tidus's back.

Tidus conceals the fact that he will disappear after the defeat of Yu Yevon inside Sin's core. Despite this, Yuna can sense that something is amiss. Neither of the young lovers is very good at keeping secrets.

"Not a guardian, then . . . I just want him nearby."

—In Kilika Woods, inviting Tidus to become her guardian.

Because he was the son of her father's guardian and supposedly hailed from Zanarkand, Yuna held a special interest in Tidus from their first meeting. Yuna's budding affections are hinted at in the sphere recording on the Mi'ihen Highroad.

"Just, one more thing . . . the people and the friends that we have lost, or the dreams that have faded . . . Never forget them."

—During the finale, informing the people of Spira that the Eternal Calm has arrived.

Yuna delivers a heartfelt appeal to the inhabitants of her world, overjoyed by the disappearance of Sin and the arrival of an everlasting peace. Of course, these words also reflect Yuna's feelings for Tidus, who vanished in order to save the world.

"I will defeat sorrow, in his place. I will stand my ground and be strong. I don't know when it will be, but someday, I will conquer it. And I will do it without . . . false hope."

—At the Zanarkand Dome, refusing to perform the Final Summoning after learning it won't stop Sin for good.

Yunalesca asks that summoners and guardians sacrifice themselves for an all-too-temporary respite from Sin. But Yuna objects, seeking to live and to bestow true hope upon the people of Spira.

"I fight for Spira."

—At Mt. Gagazet, when asked by Kelk why she continues her journey.

Even after Yuna is branded a traitor to Yevon, she continues her journey of self-sacrifice. She believes that defeating Sin is the most important thing she can do for her beloved homeland of Spira.





▶CG Image

Yuna performs a Sending atop waters tinged by sunset. This scene is reminiscent of the similar Sending performed in Kilika Port early in the game.

▶ Full-Body Image (Pre-color)



Beginning with Tidus and Yuna, the costume details and coloring for *Final Fantasy X*'s main characters were developed from Tetsuya Nomura's line drawings. Yuna's clothes evoke the image of a long-sleeved kimono and *hakama*, but her sleeves are separate from the main garment and the bottom of the outfit is a pleated skirt with a side slit.

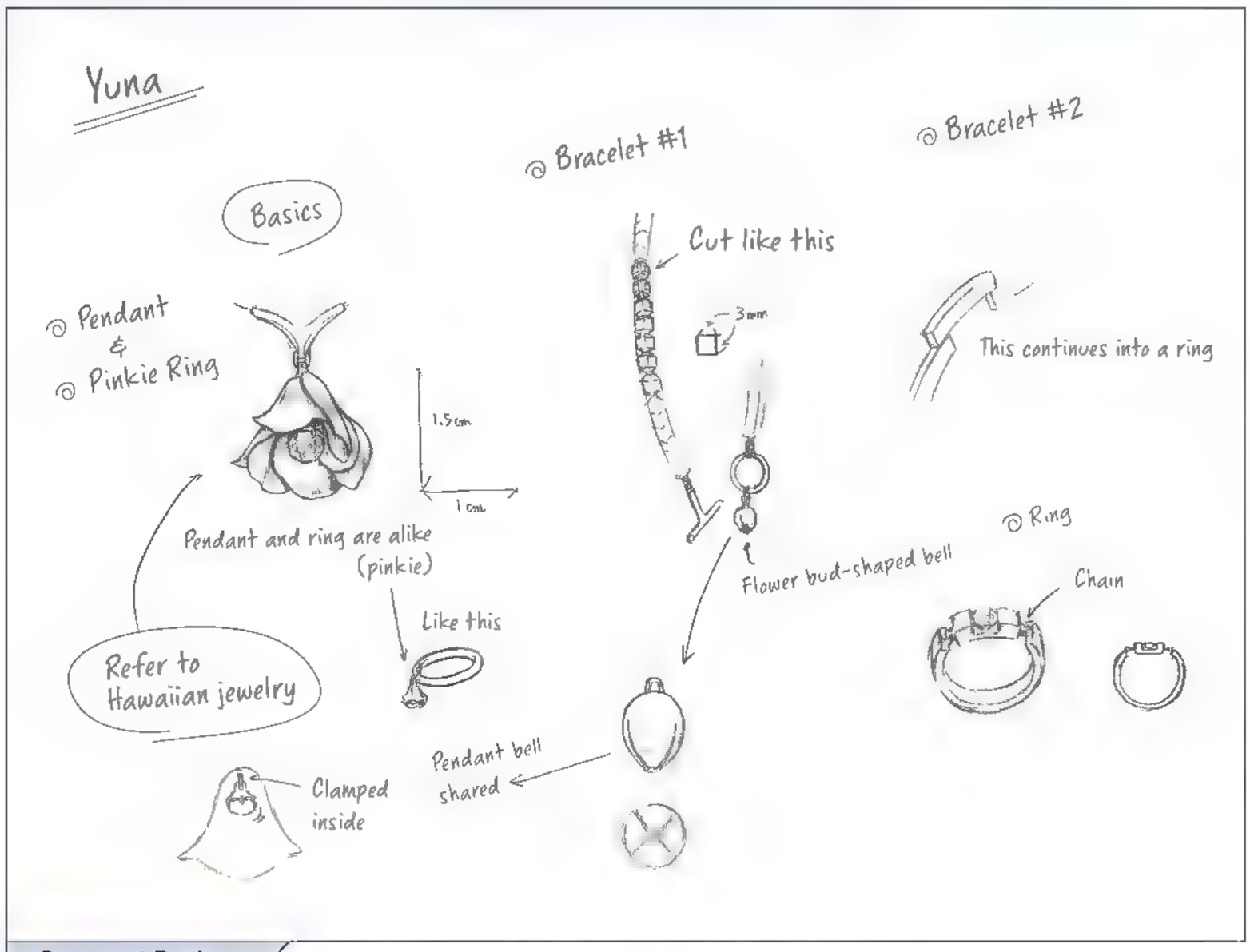
▶ CD Jacket Face Illustration (Pre-color)



This is the jacket illustration from Tidus and Yuna's vocal maxi single CD "Feel/Go Dream: Yuna & Tidus." She faces an illustration of Tidus (seen on page 18), and by putting the two album covers together, fans could form a single image of the lovers gazing at each other in the water

▶ Clothing Details





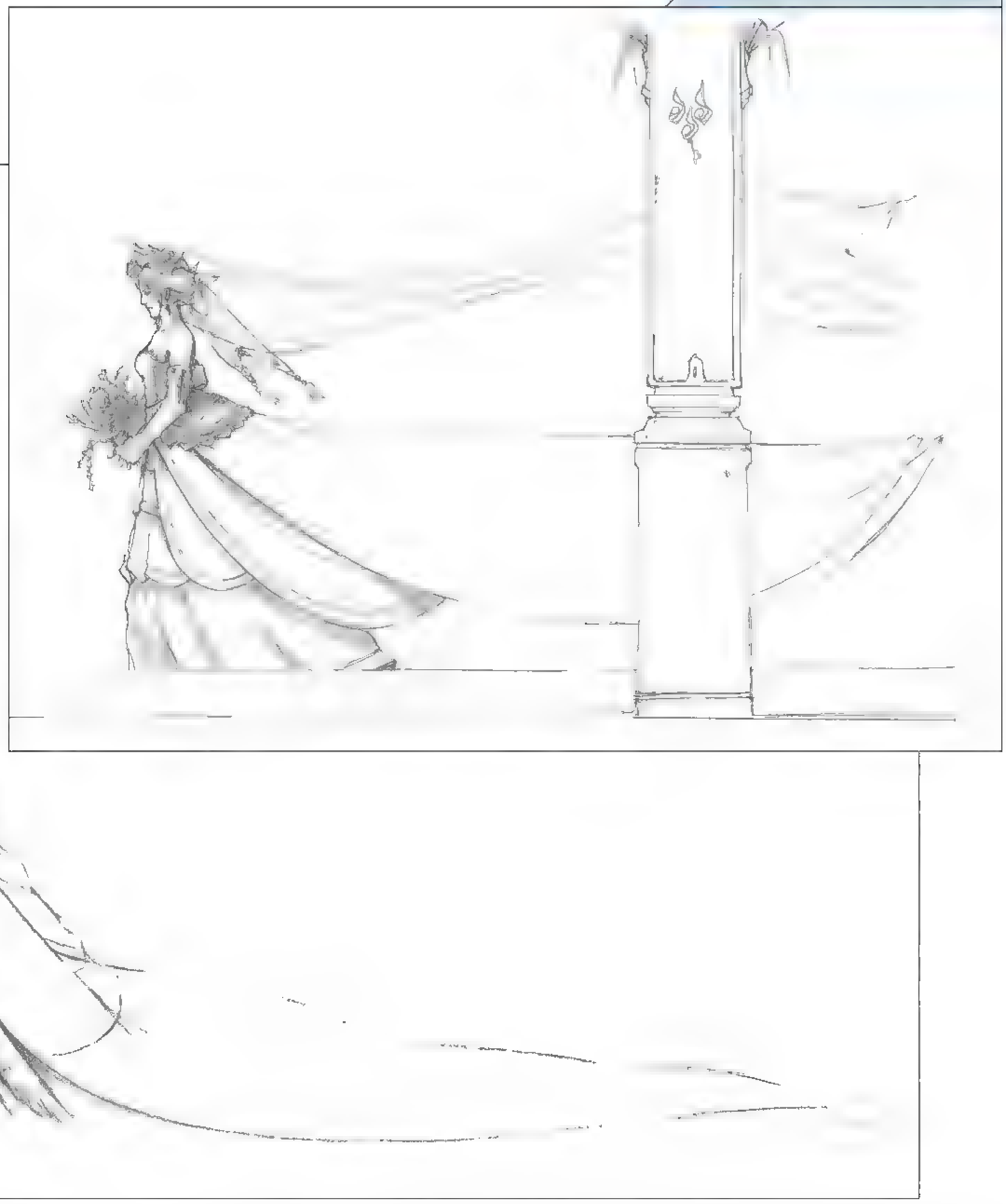
Details of Yuna's accessories. Her pendant and pinkie ring share the motif of an actual Okinawan flower known as the *yuna* and were produced as replicas in real life

▶ Ornament Designs

▶ Bridal Gown Design

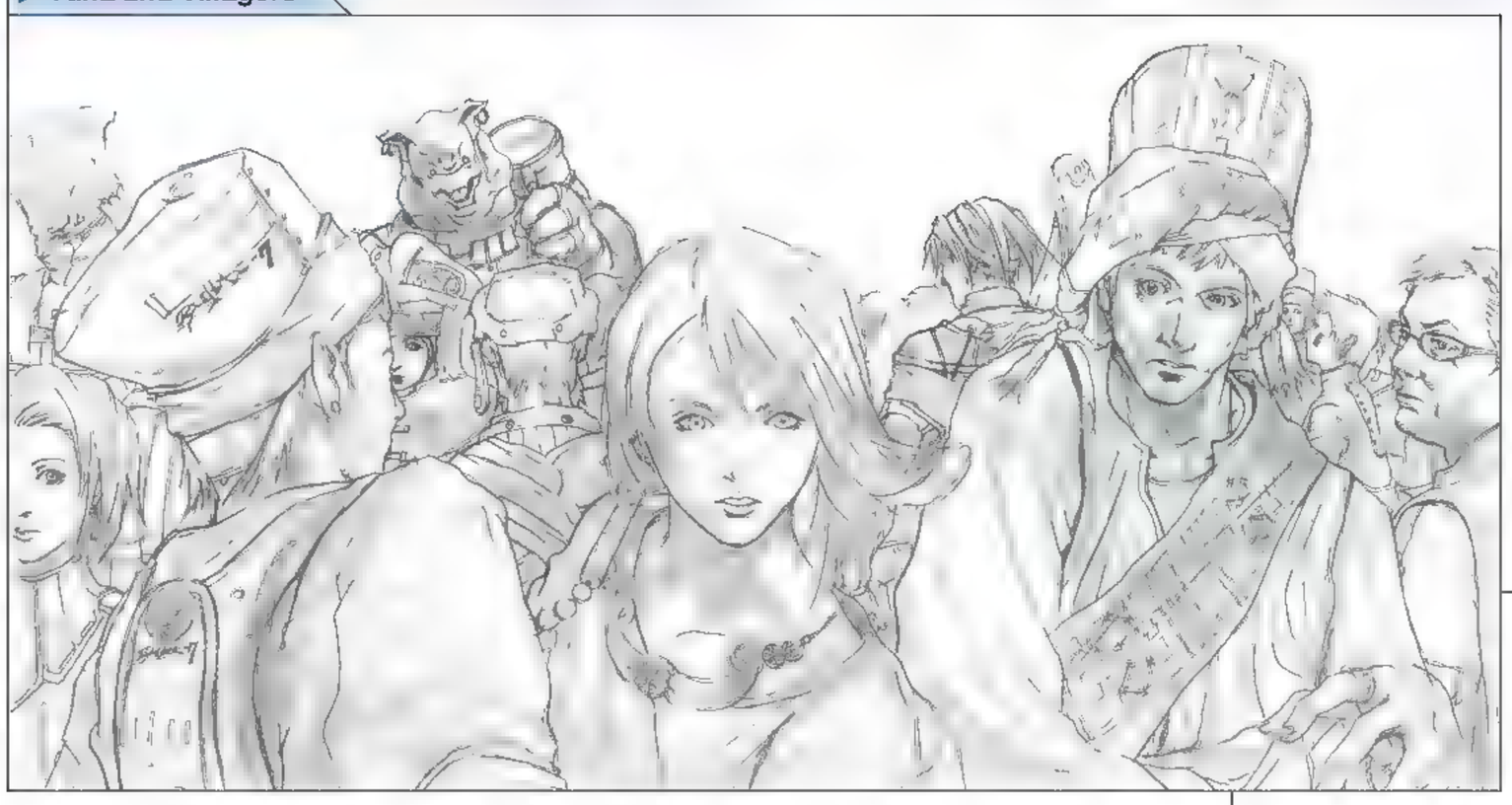


▶ Bridal Gown Unused Design



The dress worn by Yuna midway through the story, during her unwanted marriage ceremony with Seymour. An orthodox princess-line dress was suggested at one point, but the front was shortened and opened up into a winged shape—perhaps reflecting Yuna's summoning of Valefor during this scene.

▶Yuna and Villagers



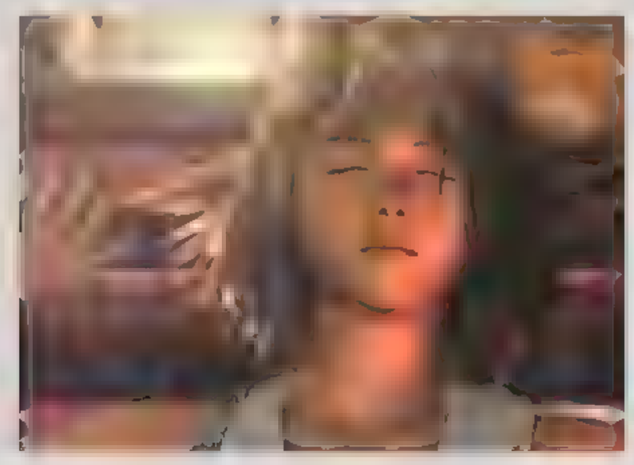
▶Yuna in Repose



Rough sketches of Yuna. The sketch above is by world art director Yusuke Naora, and the one on the right is by designer Isamu Kamikokuryo. Her dignified appearance within the crowd, and her soft expression during a brief moment of rest, leave a lasting impression.

▶CG Advertisement Image





I Have Become a Summoner!

At the start of the game, Yuna is only an apprentice summoner. Within Besaid Temple she spends a full day and night until finally communing with a fayth, a spirit that can create an aeon. Despite her exhaustion, Yuna proudly proclaims her achievement to her guardians. This is how she first meets Tidus.



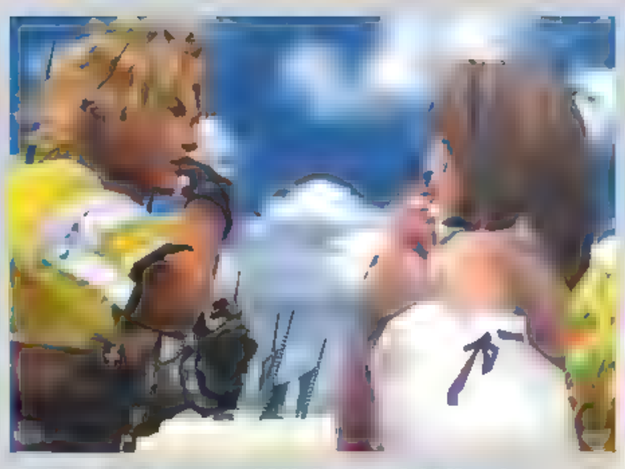
Her First Sending

The first stop on Yuna's pilgrimage is Kilika Port, a settlement ruthlessly ravaged by Sin. Amid the voices of the bereaved mourning the loss of their loved ones, Yuna performs a Sending that is both beautiful and sorrowful.

Happy Trails

Yuna notices Tidus's forlorn expression after he learns that Sin is actually his father. Though she doesn't know the circumstances of his gloom, Yuna suggests that they practice laughing together. Even if death awaits her on her pilgrimage, Yuna tries to keep others happy with her smile. To Yuna, this is what being a summoner is all about.

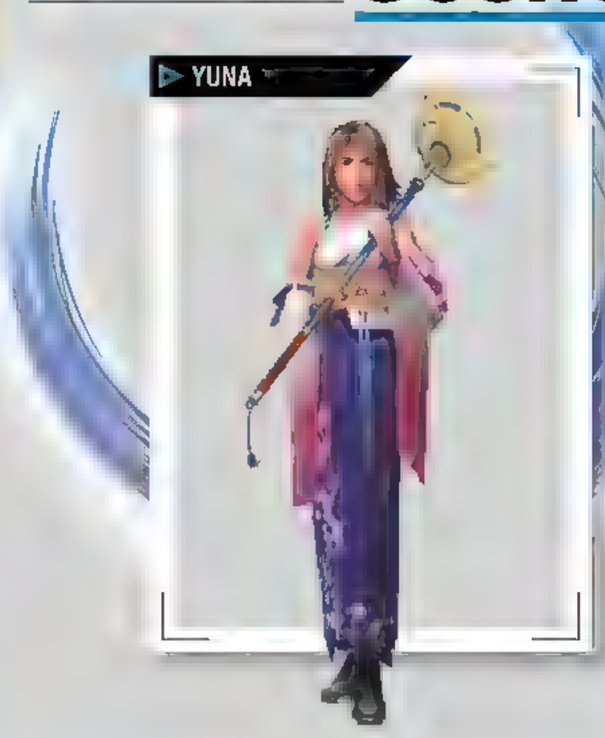


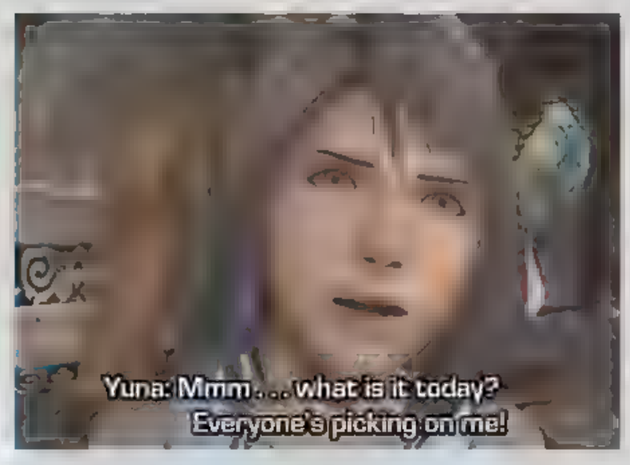


A Promise on Whistled Wind

When the two are separated in Luca Seaport, Tidus promises that he'll come running if Yuna whistles. She holds him to his word, calling him in this fashion several times during the story. At Lake Macalania, at the sacred spring, and at the end of everything, she thinks of Tidus, wherever he may be . . .

Memorable **Scenes**





The Bed-Headed Summoner

Nursing the Crusaders injured in Operation Mi'ihen late into the night, Yuna sleeps late the following day. She complains about her comrades teasing her "bed head," but she knows that they're only trying to clear the tension from the air.



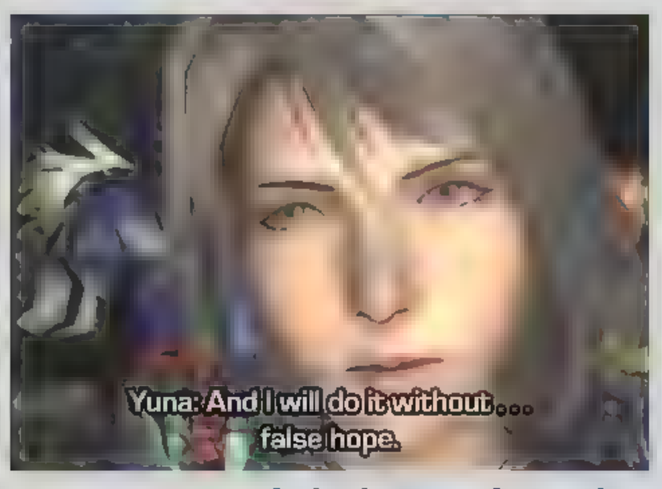
The False Bride

Seymour conceals his crime of patricide and is defeated by the party. Returning from death as an unsent, he seeks to claim Yuna. She reluctantly agrees, hoping to send the unsent half Guado to the Farplane during their wedding ceremony. But Seymour sees through her plan, and she must suffer a humiliating kiss for the sake of the friends that Seymour has taken hostage.



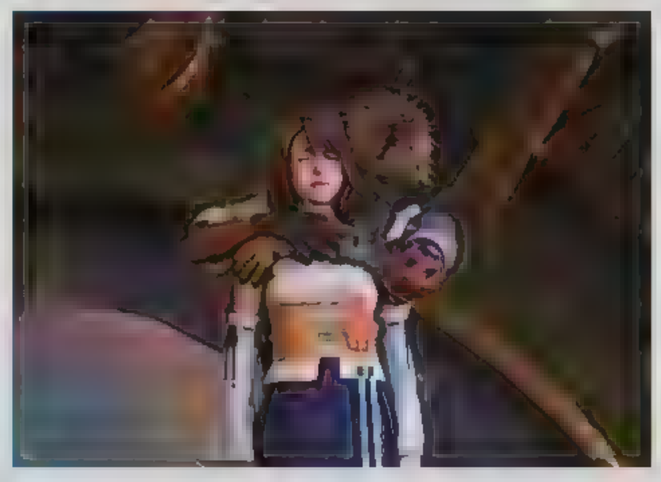
I Can't Go

Having betrayed the teachings of Yevon, Yuna no longer knows if she should continue her pilgrimage. Her heart leaps at Tidus's offer to take her to his home of Zanarkand, but when Yuna realizes this is an impossible dream, she breaks down in tears.



Spira's True Salvation

At the Zanarkand Ruins, Yuna meets her namesake, the legendary holy woman Yunalesca. She learns that the Final Summoning she seeks to bestow would not bring true peace to Spira. Yuna opposes Yunalesca, choosing a new path for defeating Sin that her beloved father had never considered.



I Love You

After the final battle, Yuna sends the fayth and says goodbye to Tidus. In the final moments, she speaks the only words that her beloved needs to hear: "I love you."

Wakka

A good-natured older-brother type
who has dedicated his youth to blitzball.

ワッカ [Wakka]



Personal Data

Race	Human
Hometown	Besaid Village
Gender	Male
Age	23
Height	188 cm
Weapon	Ball
Voice Actor	Kazuya Nakai (Japanese)/ John DiMaggio (English)

Full-Body Image (Pre-color)





The young coach and most valuable player of Besaid Village's blitzball team, the Besaid Aurochs. Tidus reminds Wakka of his late brother Chappu, and Wakka invites him to join the team. Wakka has looked after Yuna since she was seven years old. Once she becomes a summoner, he joins her pilgrimage as one of her guardians. Wakka is a devout follower of the teachings of Yevon, and he particularly hates the Al Bhed for opposing those teachings. But he changes his prejudices after learning more about them—and about the truth behind Yevon's teachings.

Memorable **Quotes**



"Stop, you're embarrassing me!"

—In Besaid Village, after Tidus thanks him for his help.

Wakka's shy, unpretentious response to praise reveals the pure heart of a country boy. His Besaid Island heritage is captured through a unique accent in every version of the game.

"Count me out. We have to atone, to make up for the sins we have committed."

—At Lake Macalania Bottom, in response to Auron's decision to oppose the teachings of Yevon.

Regardless of Seymour's faults, Wakka insists that the party must make amends for killing the maester. This is another example of the respect the virtuous Wakka holds for the teachings of Yevon, but those teachings ultimately betray his pure heart.

"Well, then you tell me! Where did Sin come from, huh?"

—At Lake Macalania, when Rikku tells him to think for himself for a change.

Wakka's defensive attitude demonstrates just how committed he is to the teachings of Yevon. He might seem like the most pigheaded member of Yuna's party, but Wakka's behavior is reflective of most of Spira's citizens.



Wakka huddles up with his teammates before a blitzball game. This CG image recalls the tournament at Luca Stadium.

Memorable **Scenes**

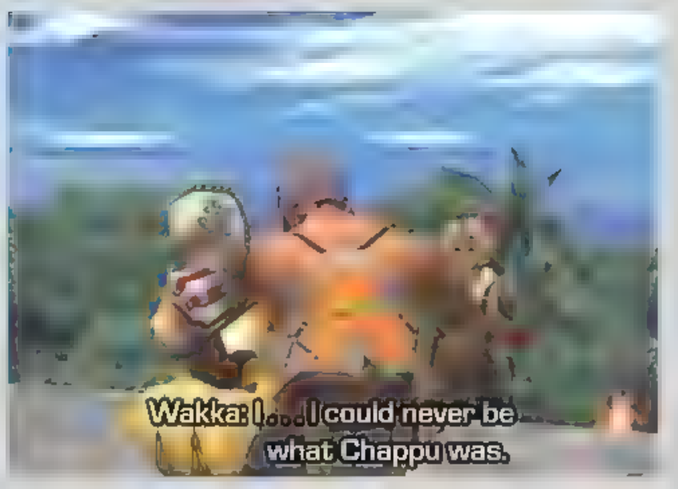
Meeting a New Teammate

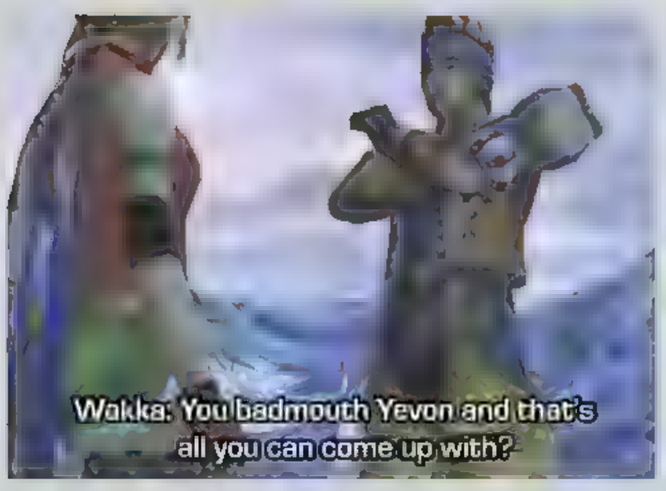
Wakka comes across Tidus in the shallows of Besaid while training with his teammates. After seeing Tidus's impressive blitzball shot, Wakka considers taking him on as a pinch hitter, letting loose a chuckle.



Chasing Chappu's Shadow

In Tidus, Wakka subconsciously sees his late brother Chappu, which causes Lulu to scold him on numerous occasions. But Wakka realizes that Lulu is also seeking a replacement for Chappu, and she finds that in Wakka . . .





A Row with Rikku

Wakka is prejudiced against the Al Bhed, in part due to his brother's death while operating an Al Bhed machina. At Lake Macalania, he learns that his companion Rikku is an Al Bhed herself, which causes him to butt heads with her



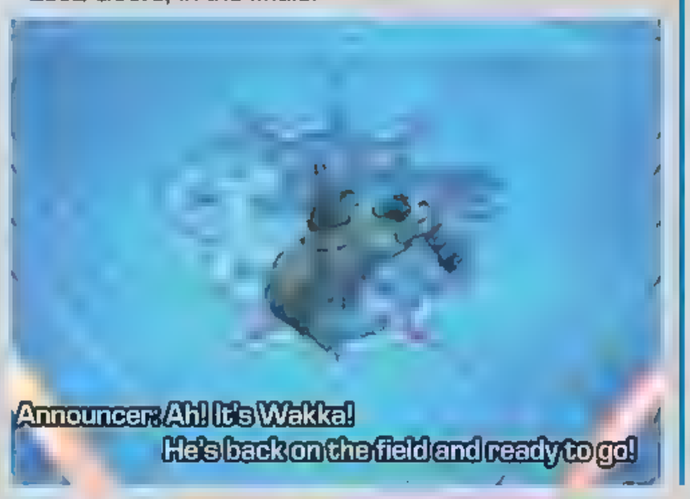


Saying Sorry to Cid

After getting to know Rikku and learning what the Al Bhed are actually like, Wakku realizes the unfairness of his prejudice. Late in their journey, Wakka apologies to the Al Bhed leader Cid, who accepts his words with a smile.

Giving His All in Blitzball

Before setting out on Yuna's pilgrimage as a full-fledged guardian, Wakka vows to achieve victory in the blitzball tournament. After recruiting Tidus, Wakka seeks the championship and faces the defending champs, the Luca Goers, in the finals.



Lulu

The severe yet sweet Black Mage who aids her comrades with a wealth of knowledge.

ルールー [Rūrū]



Personal Data

Race	Human
Hometown	Besaid Village
Gender	Female
Age	22
Height	167 cm (175 cm with high heels and hair)
Weapon	Stuffed animal
Voice Actor	Rio Natsuki (Japanese)/ Paula Tiso (English)

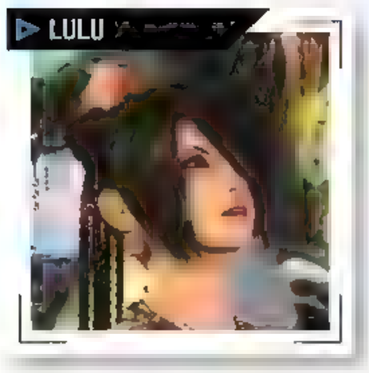
A female Black Mage acting as Yuna's guardian who watches over her like a big sister. She and Wakka are childhood friends, and she was once engaged to marry Wakka's brother, Chappu. Lulu has acted as a summoner's guardian twice before, giving her extensive knowledge of the pilgrimage experience. But each prior pilgrimage ended in failure and the death of the summoner, leaving deep scars in Lulu's heart. Though she is harsh on herself and others, Lulu is kind at heart and hides a secret weakness. She even has a cute side, using her collection of stuffed animals as weapons.



Full-Body Image (Pre-color)



Memorable **Quotes**



"Yuna has grown strong. And I . . . All I can do is try and keep up with her."

—On Mt. Gagazet, seeing Yuna speak with resolve to the Ronso people.

Lulu's antisocial behavior at the start of the pilgrimage is simply a front that hides her weaknesses. As the story progresses, Lulu lets more of her flaws show and starts speaking more gently.

"This . . . this cannot be! The teachings state that we can exorcise Sin with complete atonement!"

—At the Dome, raising her voice when Yunalesca claims Sin is indestructible.

Lulu also believes in the teachings of Yevon, though not as devoutly as Wakka. But when she hears from the legendary Yunalesca that the Yevon doctrine is a lie, the Black Mage explodes with anger.

"No matter how much you want it, no one can take Chappu's place."

—In Kilika Woods, in response to Wakka's delusion that Chappu is alive in Zanarkand.

Lulu reproaches Wakka, but her anger stems from the fact that she shares the same weakness of sentimentality. When she tells Wakka, "No one can take Chappu's place," those words are also directed at herself.



CG Image

Lulu guards Yuna during Operation Mi'ihen. The tension in the air is somewhat undercut by the stuffed animal she carries at her side.

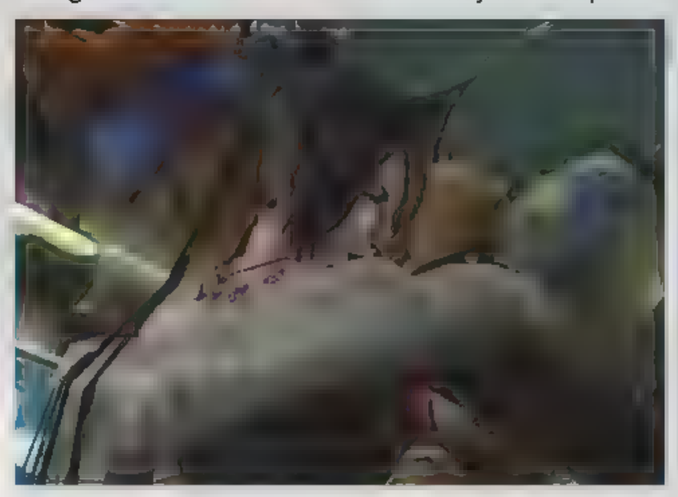


A Private Talk with Wakka

On the night Yuna becomes a summoner, Lulu calls out Wakka for treating Tidus as a stand-in for his late brother, Chappu. Her harsh words signal how close the two of them really are. Perhaps they signal even deeper feelings . . .

You Really Gave It Your All

After Wakka is sidelined by injuries during the finals of the blitzball tournament, Lulu embraces him warmly. The fact that Wakka is the brother of her late fiancé makes things complicated, but the two are a good match. Even Tidus asks if they're a couple.



Memorable **Scenes**



Saying Farewell to Her Lost Love

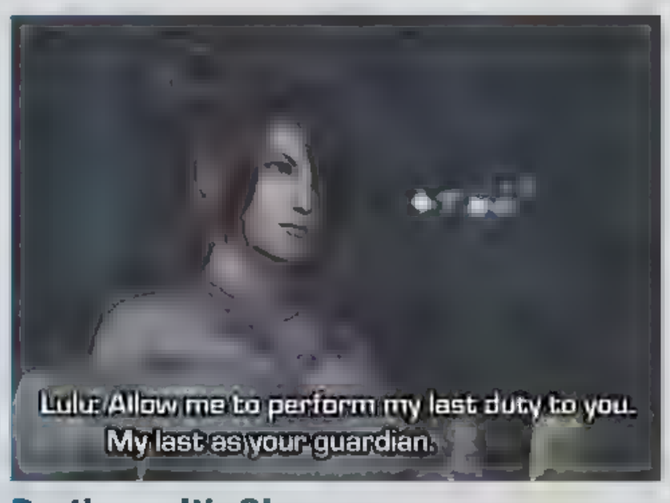
On the Farplane, Lulu beholds Chappu's spiritual form from a distance and is forced to accept the reality of his death. She vows to move forward, bidding a fond farewell to her onetime fiancé.





Zuke's Kindness

In the Calm Lands, Lulu reunites with Zuke, the summoner she guarded only six months before. Because she has been branded a traitor to Yevon, hearing the man's gentle advice warms Lulu's heart.



Parting with Ginnem

In the Calm Lands' Cavern of the Stolen Fayth, Lulu meets Ginnem, the summoner she was unable to protect two years ago. After a showdown with the unsent summoner, she is finally able to reconcile this bitter failure from her past.

Kimahri

The hornless Ronso youth dedicating his life to Yuna.

キマリ [Kimari]

▶ *Kimahri Ronso* キマリ＝ロンゾ



▶ Personal Data

Race	Ronso
Hometown	Mt. Gagazet
Gender	Male
Age	25
Height	204 cm
Weapon	Spear
Voice Actor	Katsumi Chou (Japanese)/ John DiMaggio (English)

▶ Full-Body Image (Pre-color)





A Ronso who serves as Yuna's first guardian. His taciturn nature and leonine appearance make him hard to approach, but in truth Kimahri is thoughtful and affectionate. After the death of the high summoner Braska, he brought the young Yuna to Besaid Village and watched over her for the next ten years. His horn—the pride of a Ronso—was broken by his rival Biran, and the resulting shame forced Kimahri to flee his hometown of Gagazet. Despite this, he overcomes his trauma to protect Yuna on her pilgrimage.

Memorable **Quotes**



"Kimahri is surprised. Kimahri think you are kind."

—At Lake Macalania, when Tidus shows concern for Rikku.

Kimahri views the humanity of others without being tied down by prejudice. His limited speech leaves no room for affectation; he offers words of praise straight and true.

"Kimahri go first. Yuna is safe. Kimahri protect."

—At the Zanarkand Dome, stepping in front of Yuna as she approaches Yunalesca.

Kimahri is resolved to protect Yuna come hell or high water. He also tells Tidus, "You keep walking path forward, Kimahri watch the rear." Could this mean Kimahri's ideal marching order places Tidus ahead of Kimahri and Yuna?

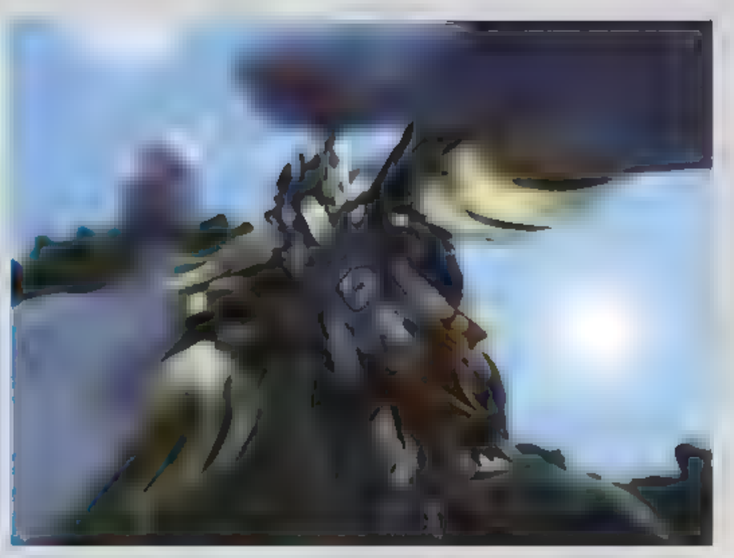
"Only those who try will become."

—At Lake Macalania Bottom, when Rikku expresses the desire to be like Lulu.

These weighty words are appropriate for Kimahri, who aims to become a warrior who will protect Yuna to the end. But he immediately follows this with "Rikku should stay Rikku," which only serves to confuse the girl.



A moment from midway through the story: crossing the Moonflow atop a shoopuf. Yuna's delighted expression next to Kimahri's is worthy of note.



Death from Above!

After Tidus leaves Besaid Village with Yuna, Kimahri attacks from the trees to challenge him to a one-on-one battle. This rough greeting is intended to test the mettle of the unknown boy.

Kimahri's Smile Lessons

Kimahri finds Yuna's forced cheerfulness to be heartbreaking. He decides to smile more so as not to cause her more worry and practices smiling in private. When he shows Tidus the fruits of his labors, it's hard to call the expression spreading across his face a smile . . .

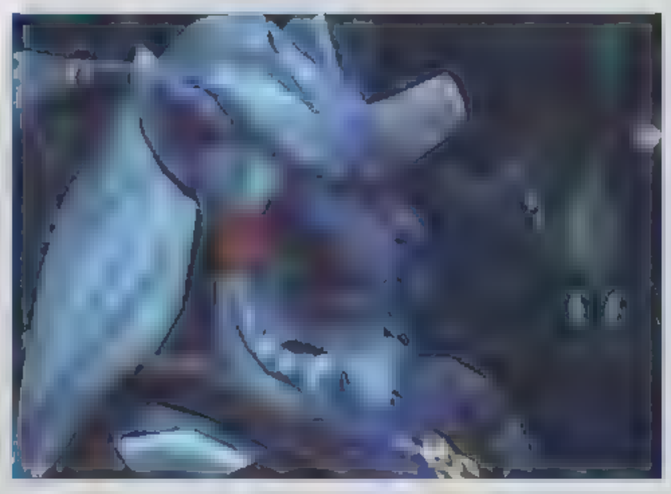


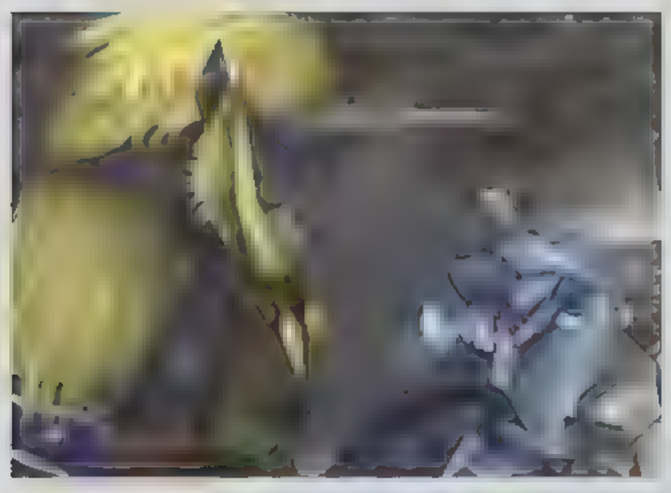
Memorable **Scenes**



On the Bank of the Spring . . .

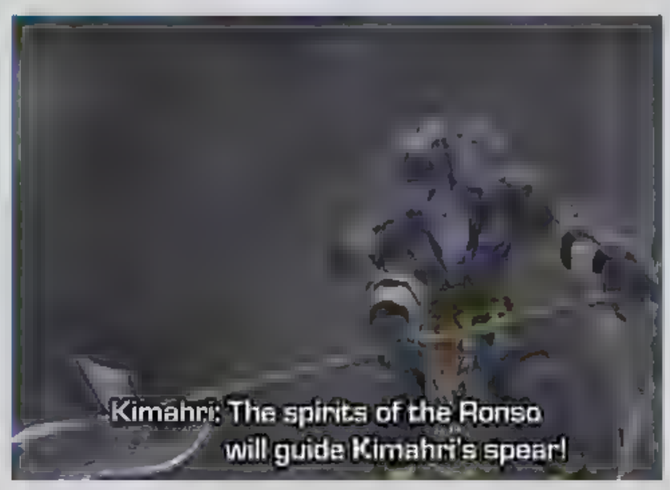
When Tidus and Yuna have a romantic moment at the sacred spring, Kimahri watches over them wearing a stern expression. Perhaps he holds a paternal wish for the girl's happiness?





A Battle He Cannot Lose

Kimahri has a showdown with Biran and Yenke, two other Ronso responsible for his expulsion from his hometown. If he wishes to help carry out Yuna's goal of protecting Spira, this is a battle he must win.



Rage Born from Loss

Kimahri rarely shows his feelings, but he explodes in anger when Seymour wipes out the Ronso settlement on Mt. Gagazet. He points his blade toward the unsent maester, hoping to avenge his fallen comrades.

Auron

The legendary guardian who guides a young man to fulfill a promise to a friend.

アーロン [Āron]



Personal Data

Race	Human (deceased)
Hometown	Bevelle
Gender	Male
Age	35
Height	182 cm
Weapon	Katana
Voice Actor	Hideo Ishikawa (Japanese)/ Matt McKenzie (English)

A man tasked with watching over Tidus in Dream Zanarkand who created the opportunity for Tidus to venture into Spira. Auron is known as the "legendary guardian," having guarded the high summoner Braska ten years ago when he defeated Sin. Despite his service on that pilgrimage, Auron could not prevent the tragedy that befell Braska and Jecht. He also lost his own life, becoming an "unsent" who lingered in the world of the living. Auron joins Yuna's party as one of her guardians, wagering on the possibility that the children of his old friends might discover the truth and tell their own story.



▶ Face Illustration (Initial Design)

This is very close to the final version, except for the cigarette dangling from his mouth.

▶ CG Image



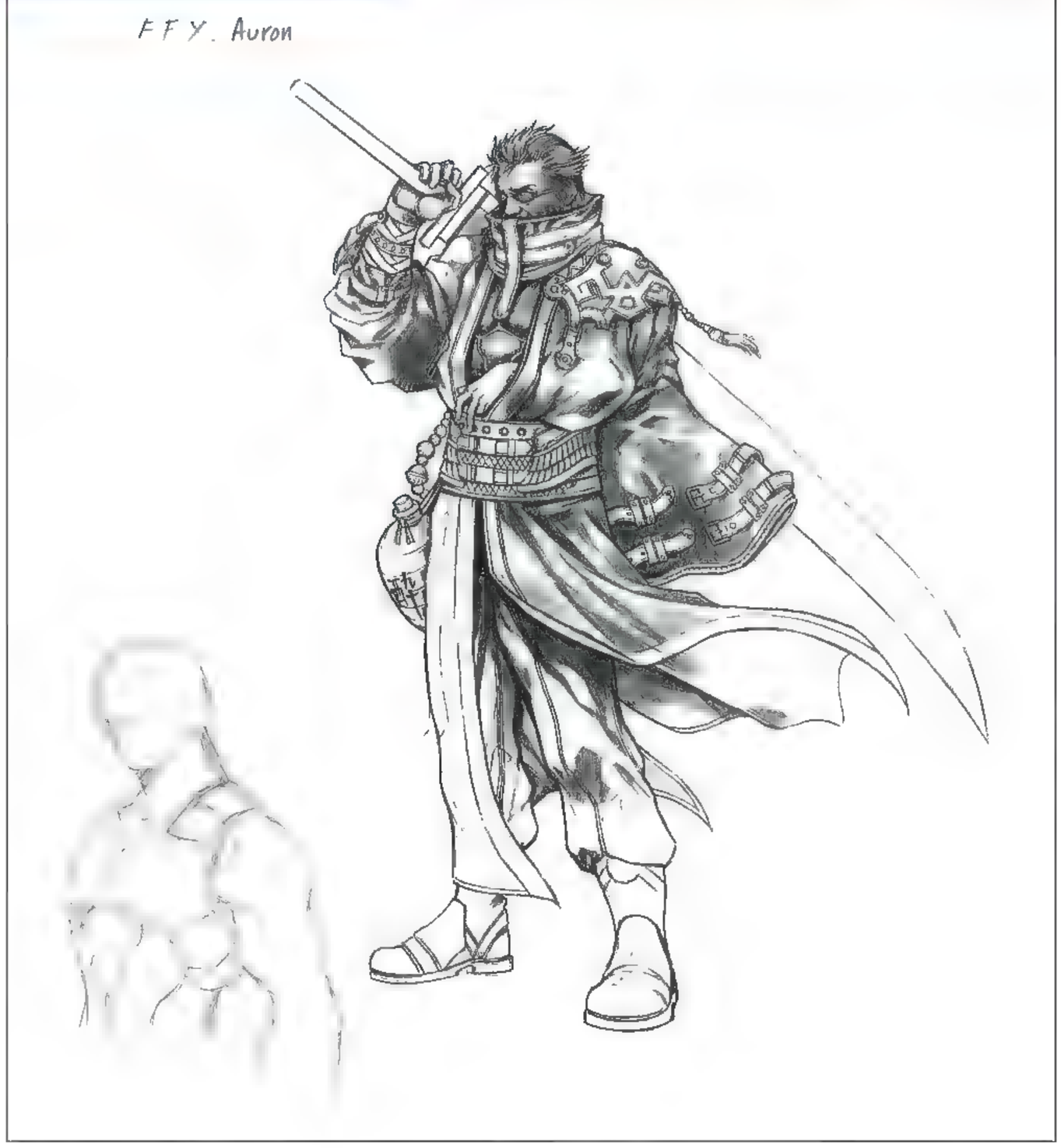
Auron stands in the space between the two Zanarkands: the dream world and the ruins in Spira. This CG image represents Auron's place in the story.

▶ Young Era Facial Illustration



A character sheet depicting Auron at age twenty-five, when he acted as Braska's guardian. His right eye is unharmed, and he lacks his signature sunglasses. In addition, his expression betrays a hint of immaturity. This version of Auron appears in Jecht's sphere videos, as well as in illusions at the Dome.

▶ Full-Body Image (Pre-color)



Memorable **Quotes**



"It means he died an unclean death."

—In Guadosalam, talking about the death of Jyscal.

These words foreshadow the revelation that Jyscal was killed by Seymour. Because Auron is himself an unsent, bound to the realm of Spira due to experiencing regret at the moment of his passing, his statement contains a hint of self-deprecation.

"This is it. This is your story. It all begins here."

—In Dream Zanarkand, as Tidus is about to be swallowed by Sin.

These words usher Tidus into a journey in which he must face a harsh reality. Additionally, Auron's phrase "this is your story" has since become one of the key phrases associated with *Final Fantasy X*.

"If the temples try to stop us . . . then we will defy Yevon if we must."

—At Lake Macalania Bottom, to Yuna, when she plans to betray the teachings of Yevon.

Despite being branded a traitor by the temples—a fact that would add considerable hardship to any summoner's pilgrimage—Auron expresses his resolve that Yuna's party continue onward. He may appear calm, but Auron is just as hot blooded as he was in his youth. Even Tidus has to admit, "You can always count on Auron to complicate things!"

"Although he was not the man I once knew . . . Kinoc was still my friend, Seymour! You will pay for his death!"

—At Bevelle, facing down Seymour.

Maester Kinoc was a friend to Auron back in his guardian days. Whatever their bond might have been, Kinoc became a man willing to point a gun at him. Nevertheless, Auron cannot accept his old friend's death as a result of Seymour's whims.

"Spira is no playhouse. A moment's diversion may amuse an audience, but it changes nothing."

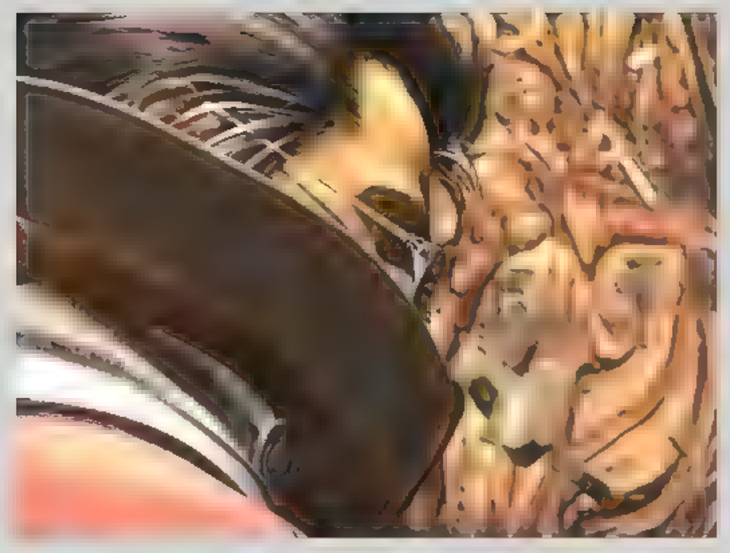
—In Guadosalam, to Seymour, when he insists on marriage for the sake of the people.

Auron reveals his discomfort with Seymour's oversimplified claim that his proposal to Yuna is for the good of the people. This dissatisfaction also seems to be directed at the temporary Calm brought about by the Final Summoning, which prevents the people of Spira from achieving a permanent solution.

"I give you my word. I'll take care of your son. I'll guard him with my life."

—In the Zanarkand Dome illusion, making a promise to Jecht after he decided to become a fayth.

Although he could barely tolerate Jecht in the beginning, Auron eventually forged a solid bond with the blitzball star. In order to fulfill Jecht's final wish to take care of his son, Auron remained on Spira after his demise and watched over Tidus in Dream Zanarkand.



Prepare Yourself

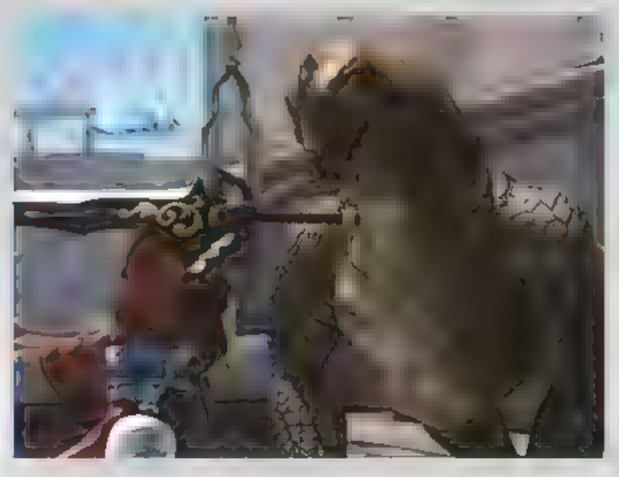
Auron guides Tidus to the specific place where Sin attacked Zanarkand, knowing it will allow him to travel to Spira. With this action he not only fulfills the wishes of his friend Jecht, who is still trapped within Sin, but also allows Tidus to craft his own destiny . . .

Memorable **Scenes**



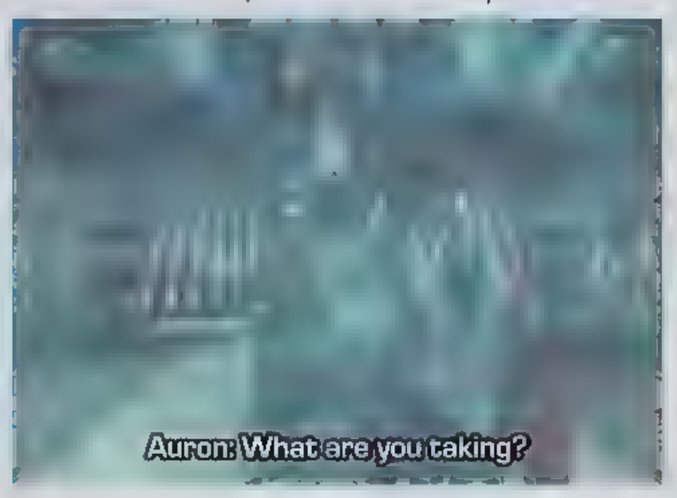
Meeting the Legendary Guardian

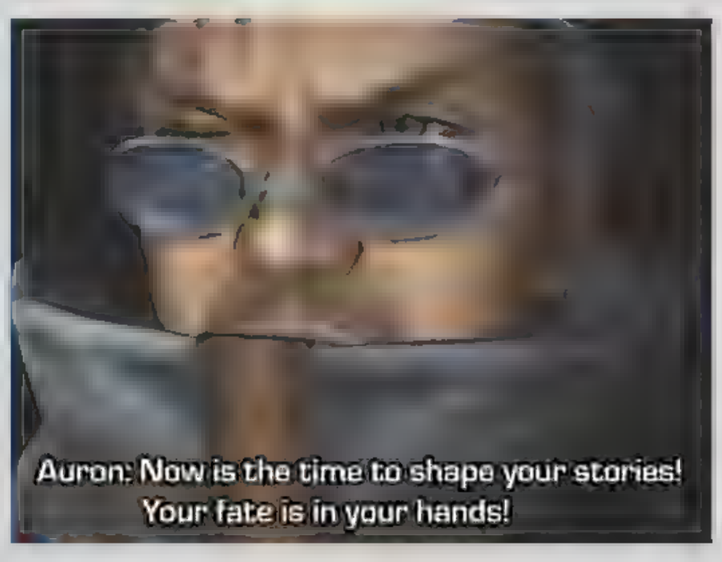
Luca Stadium is suddenly filled with fiends, and Auron wields his sword as the throng flees. Without a doubt, it's a proper entrance for the "legendary guardian."



The Road of Three

Braska, the man he respected; Jecht, the brash yet compassionate guardian; and Auron himself. Memories of their journey from ten years ago are engraved deep within Auron's heart, bittersweet and irreplaceable.





Leaving Fate to the Young

When Yunalesca tells the party to choose the Final Summoning—the same fruitless decision their predecessors were faced with—Auron urges Yuna and the others to make a new choice. He believes in them, and he believes that they can make the revolutionary decision he failed to make ten years ago.



This Is Your Story

After he frees Jecht and Spira from the cycle of death, Auron's regrets vanish. Entrusting the rest to the youngsters, Auron is sent by Yuna's hand, and he vanishes with peace in his heart.

Rikku

The hearty and hard-working Al Bhed lass, constantly thinking about what she can accomplish.

リュック [Ryukku]



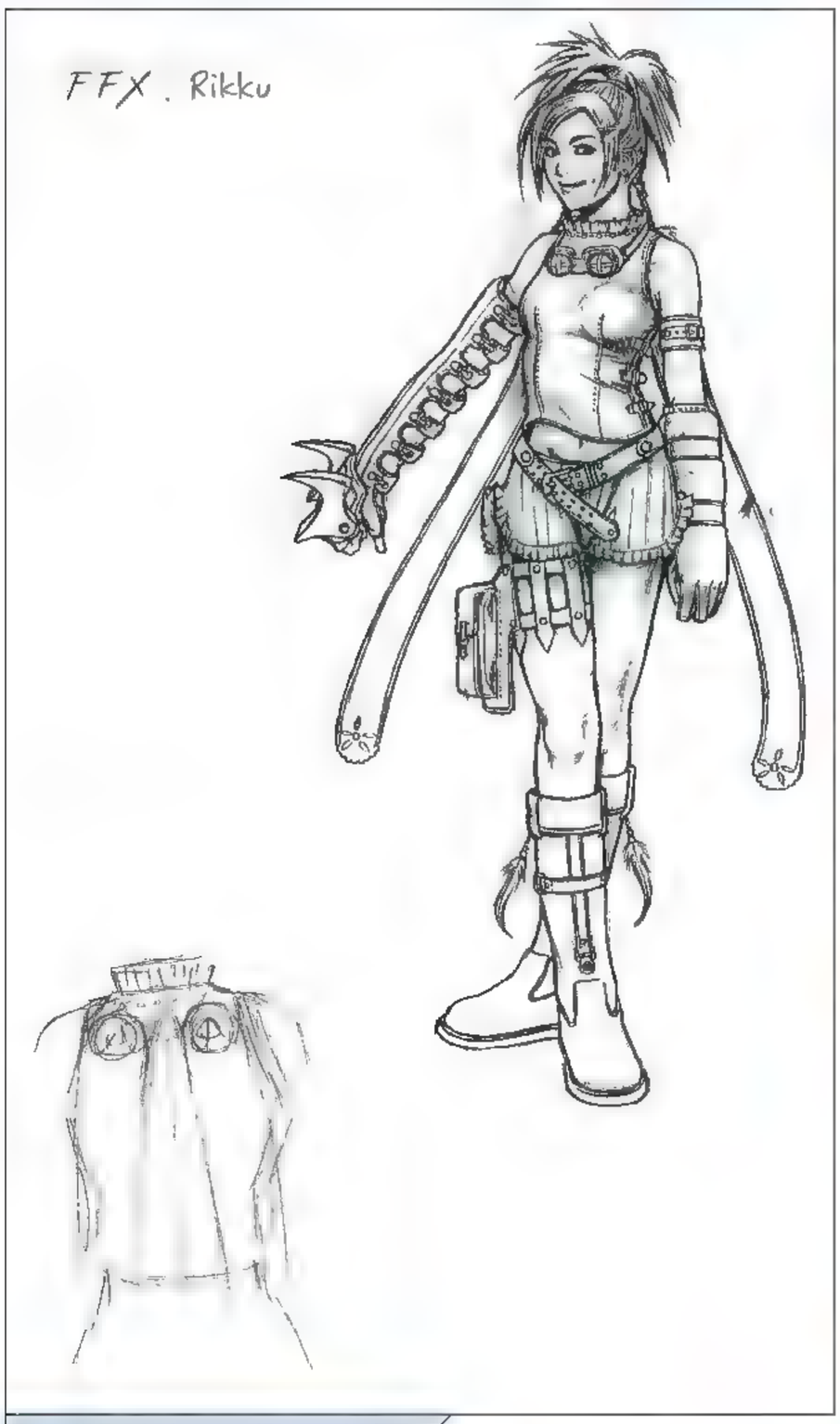
Personal Data

Race	Al Bhed
Hometown	Bikanel Island
Gender	Female
Age	15
Height	158 cm
Weapon	Gloves
Voice Actor	Marika Matsumoto (Japanese)/ Tara Strong (English)





Daughter to the chief of the Al Bhed, a tribe of people persecuted for opposing the teachings of Yevon, Rikku is also Yuna's cousin on her mother's side. Under her people's pretense of protecting summoners from killing themselves, Rikku unsuccessfully tries to kidnap Yuna. In time, she comes to respect Yuna's determination to complete the summoner's pilgrimage and joins her party as a guardian. She may seem to have a cheerfully scatterbrained personality, but like the other Al Bhed, Rikku is rational and steadfast, determined to overcome any obstacle in her way.



▶ Full-Body Image (Pre-color)

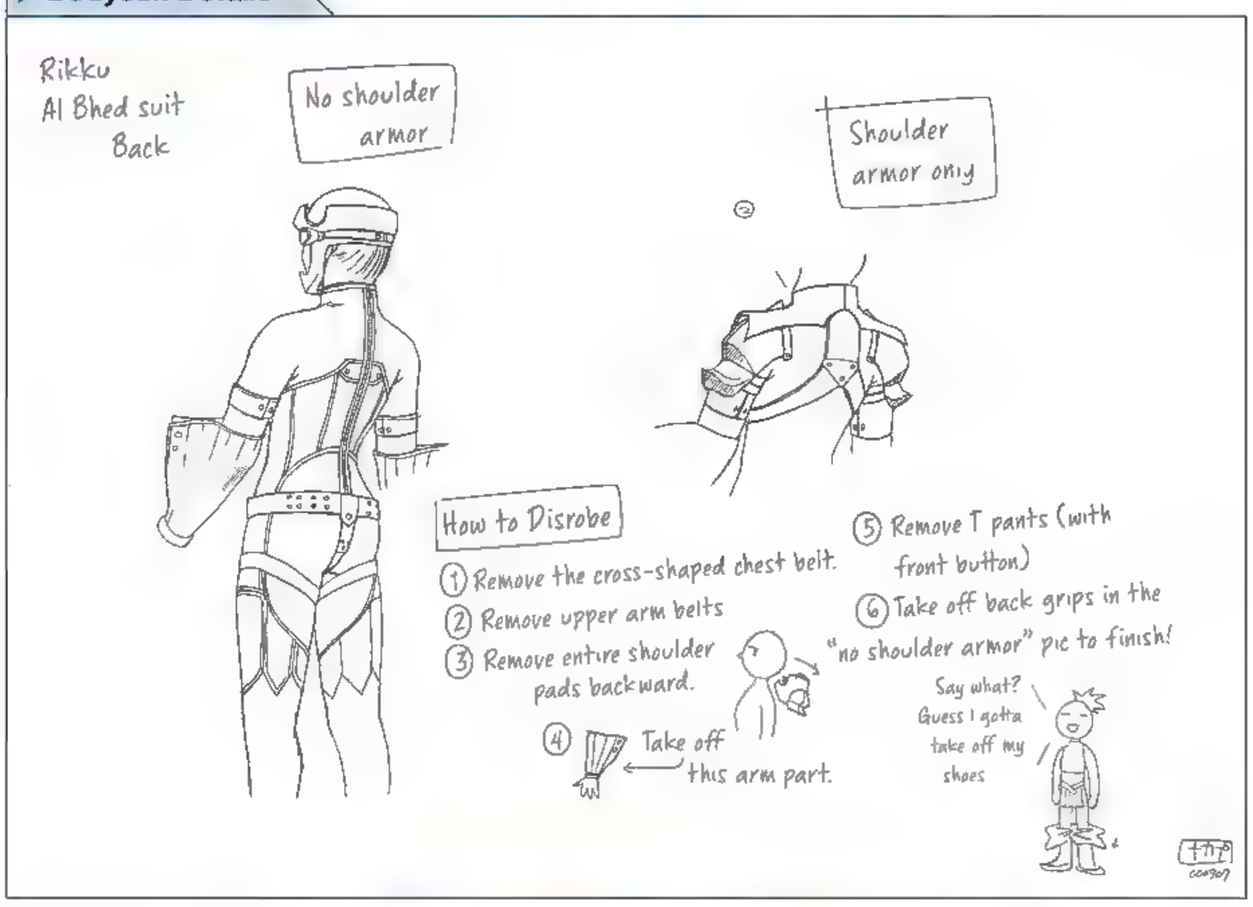
Rikku walks aboard the airship *Fahrenheit*, her diving suit loose around her waist. Cid and Brother can be seen in the background, making the image into a family portrait of sorts.

▶ CG Image



▶ Bodysuit Design

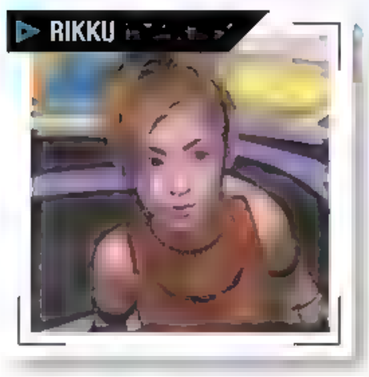
▶ Bodysuit Details



Rikku's diving suit, as seen in her first appearance. These clothes were made for underwater work, and Rikku rocks this look when she saves Tidus in Baaj Temple. The illustration above includes details on wearing the suit, but these instructions are only applied during the scene at the Moonflow in which Rikku runs into Tidus again and removes her suit.



Memorable **Quotes**



"Then I'll just have to be the merriest!"

—At the Moonflow, joining the traveling party.

Rikku takes Wakka's words "the more the merrier" to heart, appointing herself the party's merrymaker as soon as she joins up. That being said, Rikku rarely has a chance to play the fool on their journey. Instead she anguishes over how to save her "Yunie."

"I'm not saying we shouldn't go. But shouldn't we think about it some more? There's gotta be some kind of way we can save you, Yuna!"

—On Mt. Gagazet, inspiring her comrades as they approach the end of their journey.

If a solution doesn't seem to exist, use your strength to carve a way through: that's how Rikku and the Al Bhed do things. Despite how impossible their situation looks, Rikku won't give up on trying to save Yuna's life while respecting her wishes. She struggles to make this a reality with the help of her comrades.

"Memories are nice, but that's all they are."

—In Guadosalam, not willing to enter the Farplane and meet the departed.

Rikku doesn't get tied down by the past and always strives to move forward. This is less of a personal stance of Rikku's and more of a trait shared by all the Al Bhed.

"Well, just give me five or six more years."

—At Lake Macalania Bottom, telling Tidus how much she admires Lulu.

Rikku may be a bit jealous of the older Lulu, but it's debatable whether her jealousy stems from Lulu's composure or her figure. Incidentally, she expresses a similar concern about body proportions in the sequel, *Final Fantasy X-2*.

"That's not good enough! Yevon says this, Yevon says that. Can't you think for yourself?"

—At Lake Macalania, challenging Wakka's belief in Yevon.

The Al Bhed don't believe in the assertion of the Yevon faith that Sin arose from man's use of forbidden machina. They believe that machina should be used, and that knowledge should open new paths. Rikku is no exception to these beliefs, but this causes her to butt heads with Wakka, the Yevon devotee.

"I've decided to be Yuna's guardian now, and that's all I want."

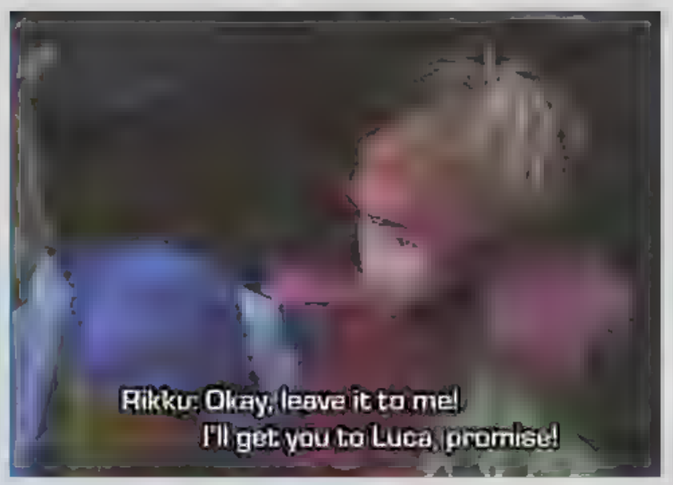
—At Macalania Temple, snapping at the priests who find fault with an Al Bhed guardian.

Despite being an Al Bhed who is loathed by the temples of Yevon, Rikku pledges her life to protect Yuna on the summoner's pilgrimage. This is born of her desire to prevent useless human deaths . . . and Yuna isn't just a human but also her cousin.

"See ya! *Syopa musatyo*! (Maybe someday!)"

—In Guadosalam, responding to Tidus's approval in the Al Bhed tongue.

Rikku's dream is to have many kids and raise a great big family. Quite a mature dream for a fifteen-year-old, but Rikku is still a novice when it comes to love. When Tidus expresses even a tiny bit of interest in her, she responds with blushing joy.



Where Are You From?

When Tidus is attacked by fiends after arriving in Spira, Rikku finds him. After she takes him to the Salvage Ship, she hears a tale that seems all too familiar to a citizen of Spira, and she decides to help him out.

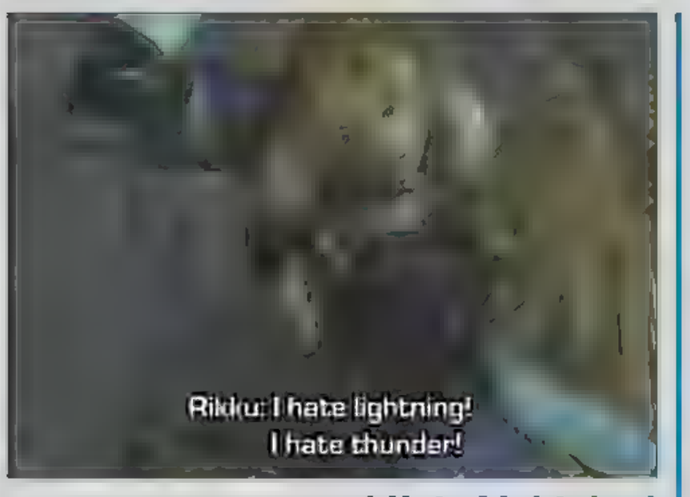
Memorable **Scenes**



I Thought I Was Done For

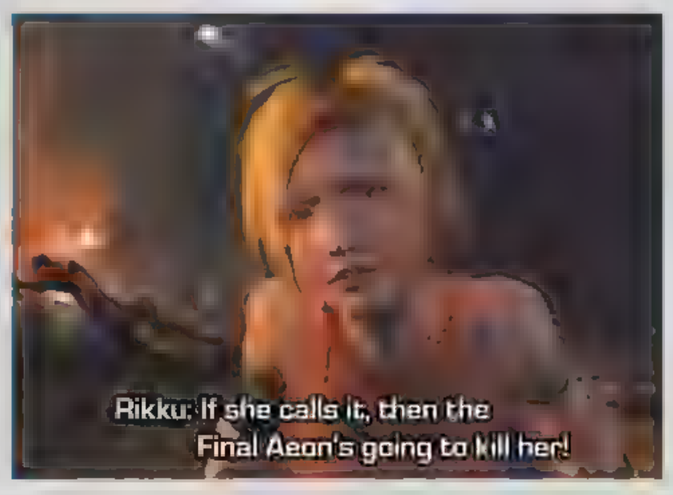
While the party crosses the Moonflow, Rikku is rebuffed in her attempt to use an Al Bhed machina called the Extractor to force Yuna under her "protection." Rikku drifts up onto the riverbank. Tidus finds her, and she spouts the line that heralds her reentry into the tale.





I Hate Lightning!

An accidental hit from Brother's Thunder spell in Rikku's youth left her with a lifelong fear of lightning. On the Thunder Plains, this fear erupts into odd fits of laughter, and she begs the party to take a rest nearby.



The Spirals in Her Eyes

Rikku's eyes bear the characteristic swirl of Al Bhed pupils. Upon seeing this pattern, Auron surmises her lineage, and he verifies her resolve to fulfill her role as a guardian.



Yunie Will Die, You Know?

In Home, Rikku conveys a cruel truth that shakes Tidus to the core: even if the pilgrimage ends with the Final Summoning, it means the summoner will die in the attempt.

Seymour

A young man restrained by the fetters of race who regards death as the only true salvation.

シーモア [Shīmoa]

▶ *Seymour Guado* シーモア＝グアド





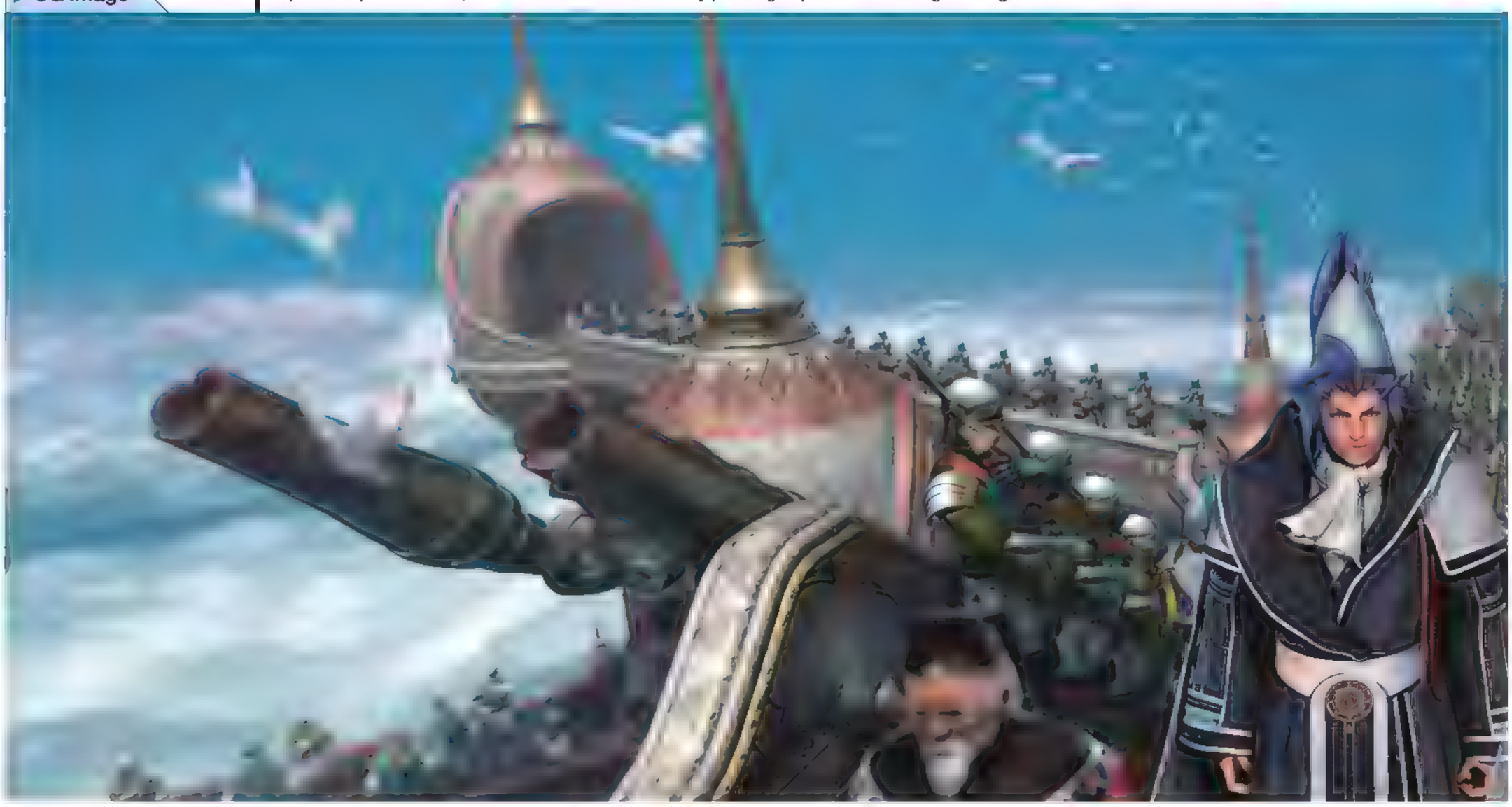
A capable individual who became a maester of Yevon's teachings at a young age, Seymour faced persecution all his life due to his mixed heritage as the child of a human mother and a Guado chieftain. He eventually came to cling to the warped idea of giving Spira the repose of death. Before the start of the story, Seymour secretly murders his father Jyscal, succeeding him as a maester of Yevon and the leader of the Guado. Well aware that the Final Aeon must become the next Sin, Seymour wants to exploit Yuna to become Sin itself and destroy Spira. To that end, he tails the young summoner with relentless malevolence.

Personal Data

Race	Human (half-Guado)
Hometown	Guadosalam
Gender	Male
Age	28
Height	187 cm
Weapon	Staff
Voice Actor	Junichi Suwabe (Japanese)/ Alex Fernandez (English)

CG Image

Seymour's attempted marriage to Yuna occurs partway through the story. What appears to be a celebratory occasion is a tumultuous eddy of opposing motives: the temple wishes to boost its influence through the marriage of summoner and maester, the unsent groom hopes to exploit his bride, and the bride herself is secretly planning to perform a Sending on the groom.



▶ Full-Body Image (Pre-color)



The design above is close to final, except for the bird tattooed on his shoulder. The image at right shows the character sheet for Seymour's garments during his wedding ceremony with Yuna. The hat and long robes are reminiscent of a priest's, while asymmetrical hems lend some freshness to the design.

▶ Chest Tattoo



The dragon-shaped tattoo on Seymour's chest. This is a vestige of an early growth system idea that would have used tattoos as a way of learning magic (as seen on page 95). In the final version, it merges with the fur on his chest.



▶ Ceremonial Garment Design



▶ Childhood Full-Body Image



A design for a ten-year-old Seymour appearing in the Dome illusions. His hair is short but maintains its signature shape.

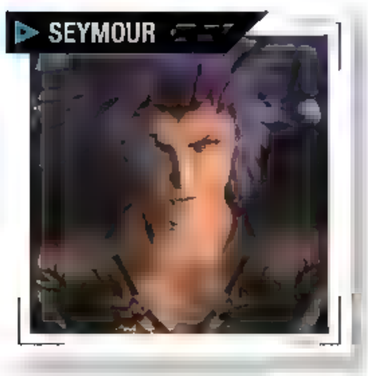




▶ Childhood CG Model

Memorable **Quotes**

▶ SEYMOUR



"Yuna, take me as your pillar of strength. As Yunalesca had her lord Zaon."

—On Mushroom Rock Road, seeing Yuna's depression after the failure of Operation Mi'ihen.

Seymour proposes marriage to Yuna and refers to an old story in which Yunalesca, the creator of the Final Summoning, joined with her husband. This might seem innocent, but it is made all the more sinister by Seymour's intent to exploit the young summoner instead of supporting her.

"I beg your pardon. We Guado are keen to the scent of the Farplane."

—In Guadosalam, hinting at Auron's secret.

Seymour belongs to the Guado—the tribe that looks after the Farplane—and is an excellent summoner in his own right. He knows an unsent when he sees one.

"Death is a sweet slumber. All the pain of life is gently swept away . . . Ah, yes. So you see . . . if all life were to end on Spira, all suffering would end."

—At Bevelle, revealing his goals to Yuna's party.

Words that embody Seymour's most fundamental belief. This sorrowful conclusion arose from his childhood d scrimination and the pain of losing his mother, but it isn't enough for the heroes to accept his catastrophic way of thinking . . .

"Pretend you didn't see them."

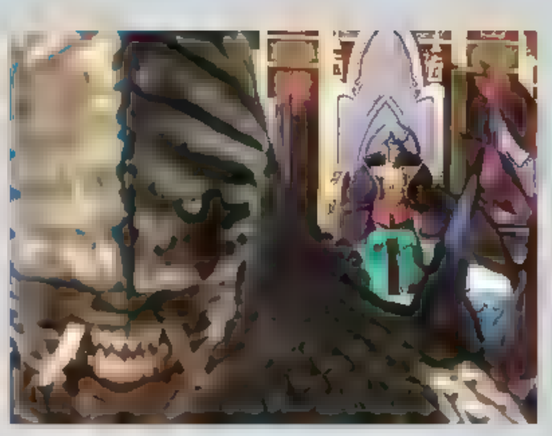
—On the Mi'ihen Highroad, in response to the Crusaders' use of machina.

Maester Seymour offers this response when challenged on his tacit approval of machina, despite its opposition in the teachings of Yevon. One can sense a high-handed playfulness behind his words.

Memorable **Scenes**

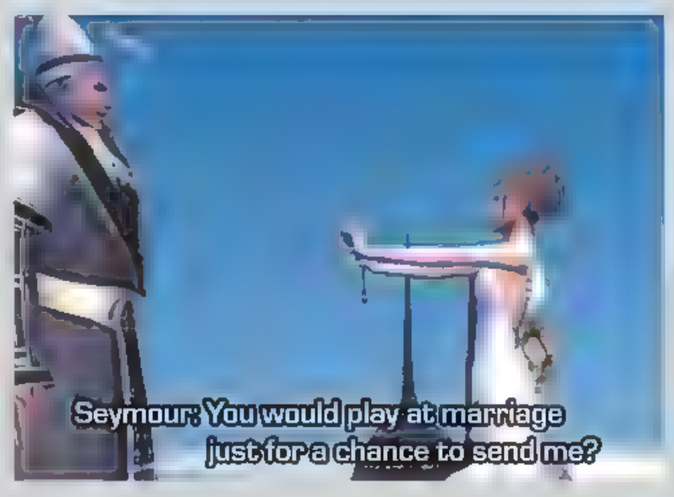
▶ SEYMOUR





A Grandiose Charade

Wielding Anima—the aeon born of his late mother—Seymour eradicates the fiends in Luca Stadium in one fell swoop. This opportunity to demonstrate his power was an act designed to attract the love of the people—an act he initiated when he summoned the fiends in the first place.



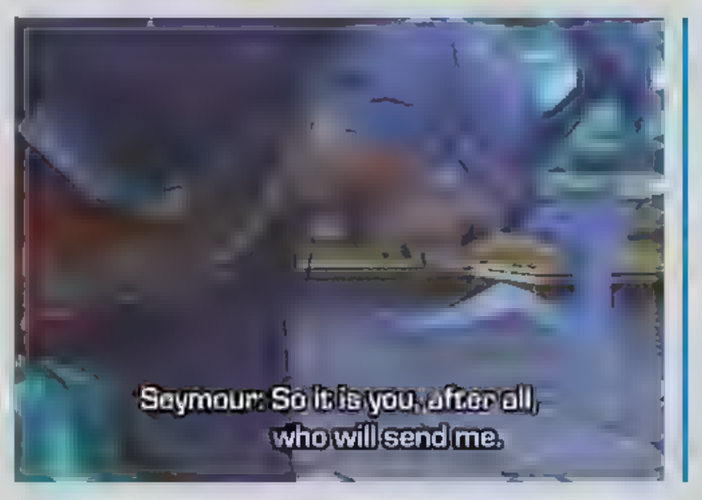
Unsent through Obsession

After his crime of patricide is exposed, Seymour clashes with the heroes as he tries to bring Yuna to heel. Losing his life in the battle, the maester is resurrected as an unsent. He then forces Yuna to agree to a wedding ceremony at Bevelle

A Mountain of Corpses . . .

Seymour kills Maester Kinoc, frames Yuna's party for the crime, and then massacres every Ronso standing in his way on Mt. Gagazet. The rampage of the unsent maester will continue by any and all means necessary.





By Her Hand at the End . . .

Seymour stands in the way of Yuna's party in his hope of merging with Sin, but he ultimately fails in his ambitions. The woman he pursued so intently is the one who ultimately sends him, which at least offers a somewhat peaceful end to his campaign of madness.



Yunalesca ユウナレスカ [Yūnaresuka]

Personal Data

Race: Human (deceased) | Hometown: Zanarkand
Gender: Female | Age: Late 20s | Height: 173 cm
Voice Actor: Yoko Koyanagi (Japanese)/Julia Fletcher (English)

A legendary heroine who devised the Final Summoning thousands of years prior to the events of the story. In the present era, she resides in Zanarkand as an unsent. As the daughter of the ancient summoner Yevon, Yunalesca learns that Sin cannot be destroyed as long as her father Yu Yevon's shade remains as its core. Using this knowledge, she bestows the Final Summoning upon worthy summoners.

Memorable **Quote**

"It is better for you to die in hope than to live in despair."

—At the Zanarkand Dome, preparing to fight Yuna's party when they refuse to perform the Final Summoning.

▶ Full-Body Image (Pre-color)





Zaon ゼイオン [Zeion]

Personal Data

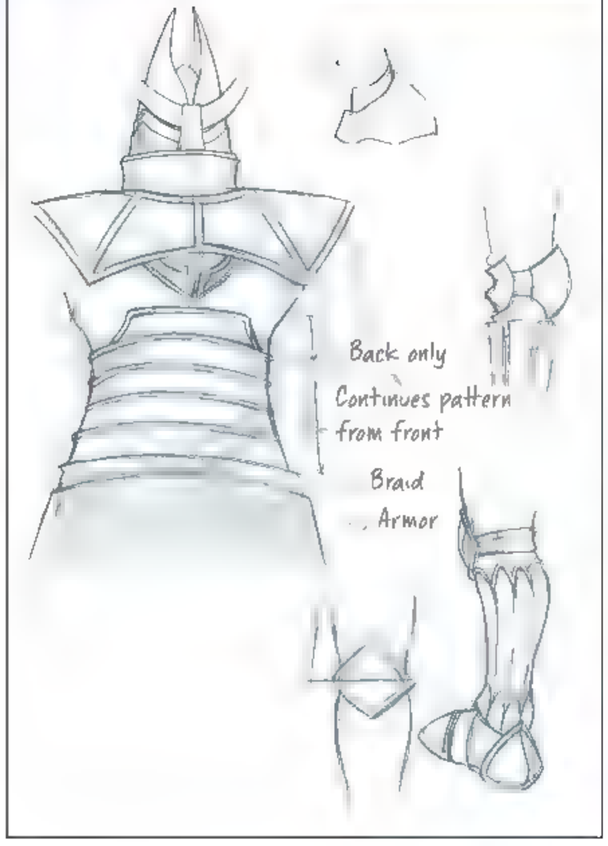
Race: Human | Gender: Male

Yunalesca's husband and a man of ancient Zanarkand. By her hand he becomes a fayth—the first in Spira's history—for the Final Summoning. He defeats the first Sin but becomes Sin himself in the process.

▶ Full-Body Image



▶ Back Details



Memorable **Scene**

Their Ancient Bond Reborn

In ancient times, the love between Yunalesca and Zaon defeated Sin and saved Spira. This legend is handed down through Spira's history and even makes its way into Seymour's estate. When attending to Yuna, the young Guado replays an intimate moment between the legendary couple via a sphere recording. Seymour hopes to set the mood for his marriage proposal.







Jecht

ジェクト [Jekuto]

Personal Data

Race: Human (Fayth Dream) | Hometown: Dream Zanarkand
Gender: Male | Age: Mid-30s | Height: 190 cm
Voice Actor: Masuo Amada (Japanese)/Gregg Berger (English)

An acclaimed blitzball star in Dream Zanarkand. Though he truly loved his son Tidus, his awkward attempts to express his affection failed to connect with the boy. Jecht was suddenly transported to Spira ten years before the events of the game, and alongside Auron he served as Braska's guardian on his pilgrimage. After becoming the Final Aeon and defeating Sin, Jecht transforms into the next Sin himself. He later transports his own son to Spira, hoping Tidus will free him and save the world.

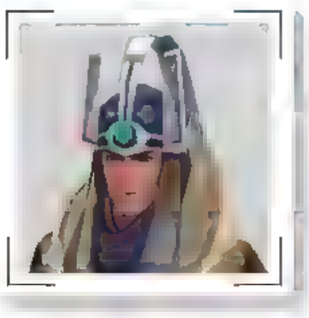
Memorable **Quotes**

"You'll cry. You're gonna cry. You always cry. See? You're cryin'."

—In Tidus's dream (among other places), as Jecht teases his son.

"Why do today what you can leave for tomorrow?"

—During Tidus's flashback, when Tidus tells him to quit drinking.



Braska

ブラスカ [Burasuka]

Personal Data

Race: Human | Hometown: Bevelle
Gender: 35 (deceased)
Voice Actor: Takuma Suzuki (Japanese)/ Andrew Philpot (English)

Yuna's late father and the fourth high summoner of Spira. A former priest who became a summoner after Sin killed his wife, an Al Bhed. Ten years before the events of the story, Braska embarked on a pilgrimage with Jecht and Auron to defeat that generation's Sin through the Final Summoning. He lost his life in the process, leaving deep scars on the daughter he left behind.

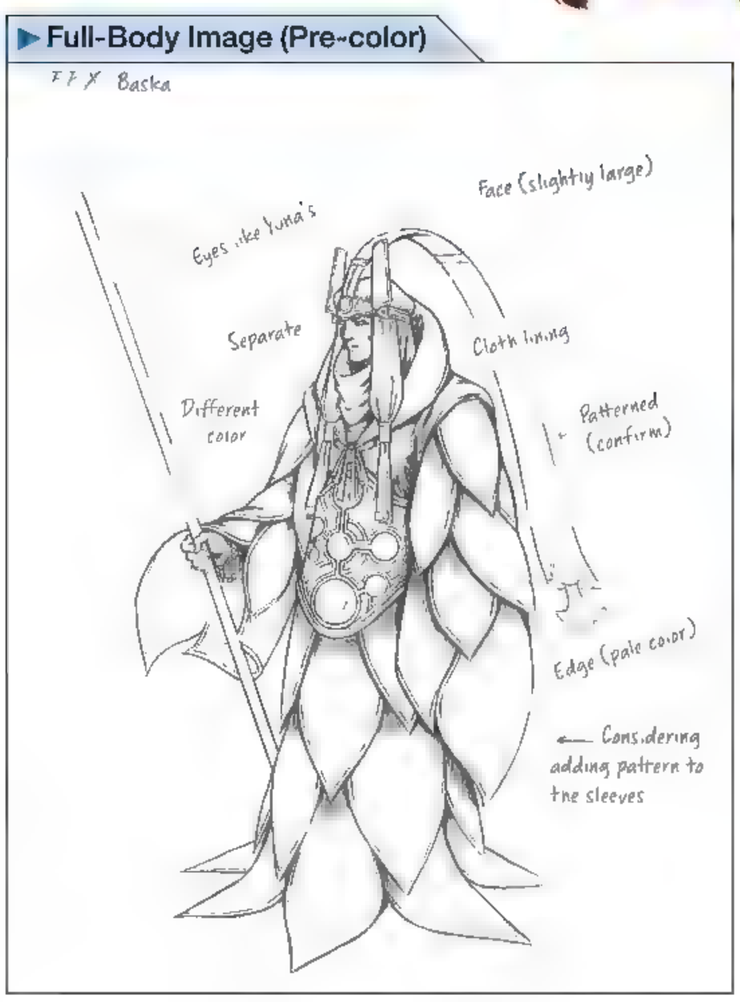
Memorable **Quote**

"I have come to kill grief itself. I will defeat Sin, and lift the veil of sorrow covering Spira."

—In the Zanarkand Dome illusion, trying to complete his goal despite Auron's attempts to stop him.



▶ Full-Body Image (Pre-color)



▶ Full-Body Image (Pre-color)

A character sheet with specific instructions for coloring details. "Baska" written at the top of the sheet indicates his working name early in development.









Cid

シド [Shido]

Personal Data

Race	Al Bhed	Gender	Male
Age	37	Height	192 cm
Voice Actor	Koichi Sakaguchi (Japanese)/ Michael McShane (English)		

Leader of the Al Bhed and father to Rikku and Brother. He captains the airship *Fahrenheit*, salvaged from underwater ruins, to assist Tidus's party midway through the story. Pigheaded and bighearted at the same time, Cid prefers an "act first, ask questions later" philosophy.

Memorable Quotes

"*Oaaryy! Y vmekrd* one thousand years *ujantia*! (Yeehaa! A flight one thousand years overdue!)"

—Aboard the *Fahrenheit*, trying to launch the airship for the first time.

"No harebrained law or teaching can send my little niece to her death!"

—Aboard the *Fahrenheit*, warning that he'll stop Yuna's journey by force if necessary.



▶ Full-Body Image and Face Illustration (Pre-color)





Brother

アニキ [Aniki]

Personal Data

Race	Al Bhed	Gender	Male
Age	18		
Voice Actor	Takayuki Yamaguchi (Japanese)/ David Rasner (English)		

Cid's son. Because he's Rikku's brother, most people refer to him by the same name she uses. No one knows his actual given name. As impulsive as his father, Brother only speaks the Al Bhed tongue. This causes him to communicate with the heroes through body language.

Memorable Quotes

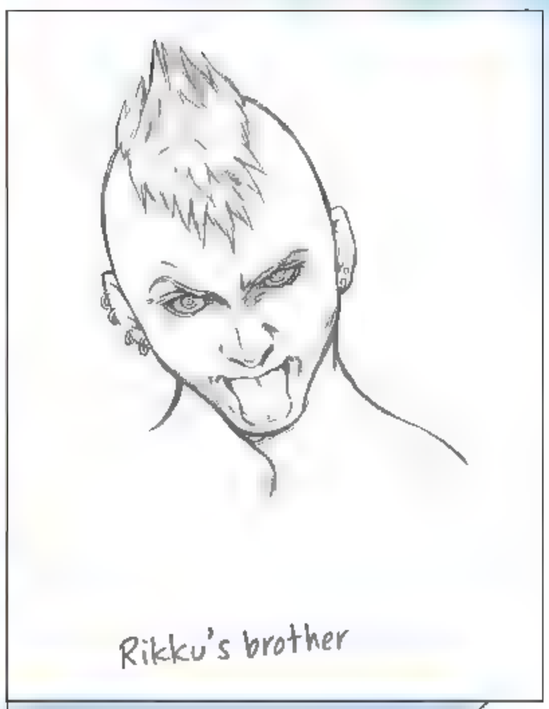
"*Rikku! E femm damm Vydran!* (Rikku! I will tell Father!)"

—At Lake Macalania, to Rikku, after she gets in the way of him "guarding" Yuna.

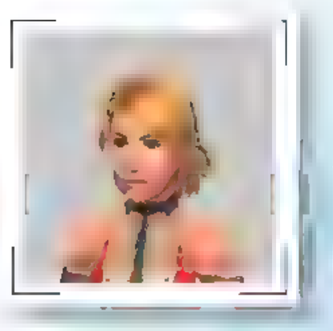
"*Fyed!* Rikku, you . . . guard."

—Aboard the *Fahrenheit*, using what few words he knows to communicate with Tidus before the battle against Sin.





▶ Face Illustration (Pre-color)



Yuna's Mother

(Cid's Sister)

ユウナの母 [Yūna no Haha]

Personal Data

Race	Al Bhed	Gender	Female

Yuna's mother and Cid's younger sister. Despite being Al Bhed, she fell in love with the human priest Braska and ended up eloping with him. When Yuna was four years old, her mother headed back to the Al Bhed city of Home to reconcile with her family. She perished when her transport was attacked by Sin.



Chappu

チャップ [Chappu]

Personal Data

Race: Human | Gender: Male
Age: Late teens (deceased)

Wakka's deceased brother, who is said to resemble Tidus. Chappu joined the Crusaders to protect his lover Lulu but died a year before the events of the story while using machina in an operation to defeat Sin.





▶ Face Illustration



Tidus's Mother

ティーダの母 [Tīda no Haha]

Personal Data

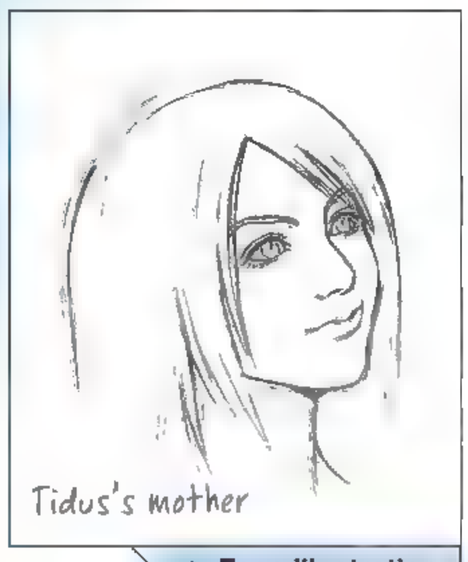
Race: Human | Gender: Female
Voice Actor: Miki Nagasawa (Japanese)/ Sherry Lynn (English)

Tidus's mother, who lived in Dream Zanarkand. She remained deeply in love with her husband, Jecht, after the birth of their son. After her husband's disappearance she fell into despair and soon passed away.

Memorable **Quote**

"If he dies, you'll never be able to tell him how much you hate him."

—During Tidus's flashback, when Tidus claims he'd be fine if Jecht had died on the night of his disappearance.



▶ Face Illustration



Seymour's Mother

シーモアの母 [Shīmoa no Haha]

Personal Data

Race: Human | Gender: Female
Voice Actor: Kayoko Fujii (Japanese)/ Hedy Burress (English)

The human woman who became the partner of the Guado chieftain Jyscal. Both she and her son Seymour were persecuted by the Guado people for their heritage. She decided to become the fayth of the aeon Anima to bestow power upon her child.

Memorable **Quote**

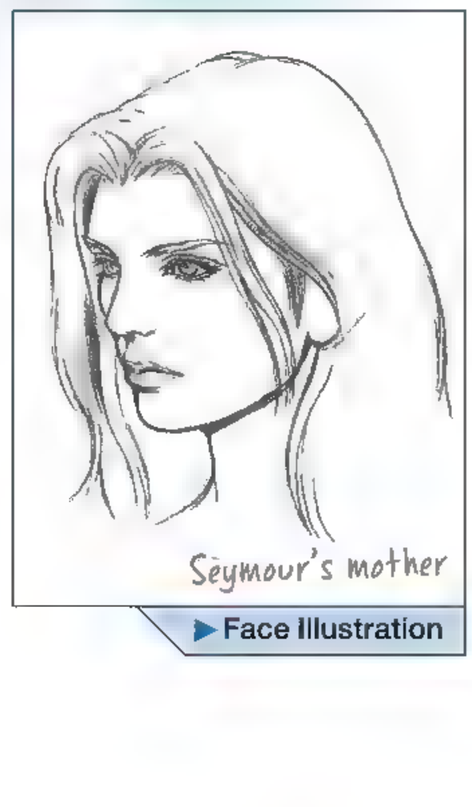
"But I am at fault for letting him become what he was."

—At the Temple of Yevon-Baaj, revealing Seymour's past to Yuna's party.



▶ Full-Body Image (Pre-color)





▶ Face Illustration



Jyscal Guado

ジスカル=グアド [Jisukaru Guado]

Personal Data

Race: Guado | Gender: Male
Age: 50s (deceased) | Height: 175 cm
Voice Actor: Masaharu Sato (Japanese)/unknown (English)

Former leader of the Guado and the first Guado maester in Spira's history. He fell under severe criticism after he married a human woman, and he was forced to banish both his wife and child. This incident eventually led to his assassination at the hands of his son, Seymour.

Memorable **Quote**

"But whoever is watching this . . . I implore you to stop Seymour! Stop my son."

—In a Jyscal sphere, leaving his last will and testament.



Luzzu

Voice Actor: Ryuzo Ishino (Japanese)/ John DeMita (English)

ルッツ [Ruttsu]

A member of the Crusaders and Gatta's ranking superior. Luzzu gets along well with his childhood friend Wakka but feels responsible for having invited Wakka's brother Chappu to join the Crusaders—a decision that resulted in Chappu's death.

Memorable **Quote**

"Wait around. We'll have Sin beaten in no time!"

—On Mi'ihen Highroad, to Tidus's group before Operation Mi'ihen.





Gatta

Voice Actor: Hiroshi Kamiya (Japanese)/ Adam Paul (English)

ガッタ [Gatta]

A new member of the Crusader ground forces. He respects Luzzu, frequently coordinating with him on operations. His youthfulness makes him impetuously energetic, which causes him to rush headlong into danger if it means a chance of defeating Sin.

Memorable **Quote**

"Why only you, sir? I want to fight, too!"

—On Mushroom Rock Road, to Luzzu, when he complains about being on logistical support duty.





O'aka XXIII

Voice Actor: Hidenari Ugaki (Japanese)/ Dwight Schultz (English)

23代目オオアカ屋 [23-daime Ōaka-ya]

A wandering merchant appearing far and wide across Spira. He may be fussy about balancing his books, but Yuna's resemblance to his late sister is enough to win his affections. He pledges to aid her in her quest. His dream is to spread the name of O'aka to every corner of the planet.

Memorable **Quote**

"Welcome to O'aka's!"

—In various areas, when he offers his wares for sale.





Dona

Voice Actor: Nanaho Katsuragi (Japanese)/ Candi Milo (English)

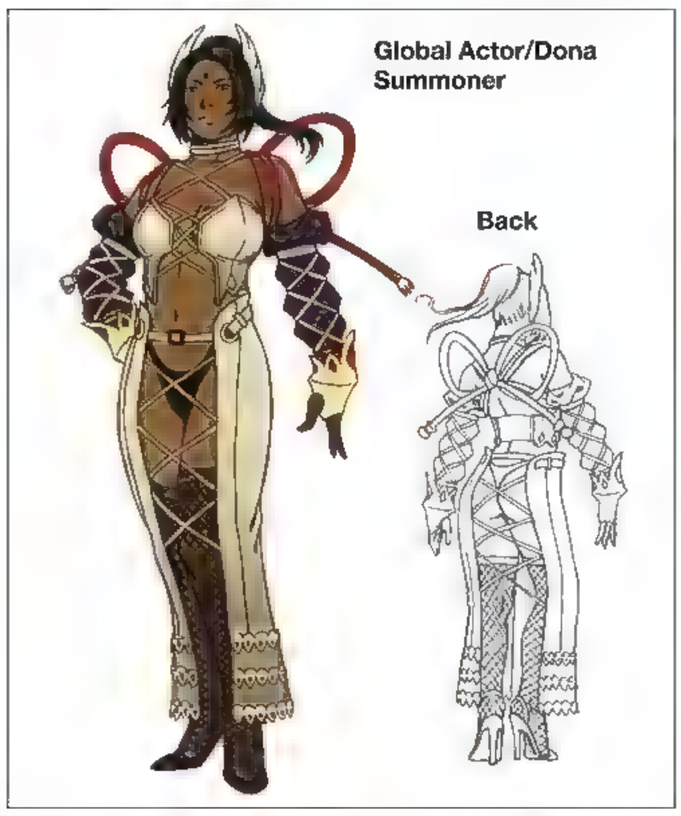
ドナ [Dona]

A sexy summoner who views Yuna as her rival. She is proud of the bond between her and Barthello, her lover and guardian. Though she lacks honesty and affects an air of self-importance, Dona is actually a sweet girl at her core.

Memorable **Quote**

"Quality over quantity, my dear. Whatever were you thinking?"

—In Kilika Temple, chiding Yuna at the sight of her large party of guardians.





Barthello

Voice Actor: Jun Ishimaru (Japanese)/ John DeMita (English)

バルテロ [Barutero]

This brawny fellow acts as both lover and guardian to Dona. Blunt but devoted, he has difficulty keeping up with his charge. He is a fan of Auron and chose to become a guardian out of adoration of the former monk.

Memorable **Quote**

"Can . . . I shake your hand? Auron—no, Sir Auron."

—At Djose Temple, while shaking hands with Auron.





Wantz

Voice Actor: Takayuki Yamaguchi (Japanese)/Tom Kenny (English)

ワンツ [Wantsu]

Brother to O'aka XXIII. He begins to follow Yuna because she strongly reminds him of another summoner—his late sister. He is bashful and cannot speak directly to Yuna, instead taking secret pictures of her with his sphere camera.

Memorable **Quote**

"I have to carry on my brother's business."

—On Mt. Gagazet, selling things in the place of his imprisoned brother.





Belgemine

Voice Actor: Kayoko Fujii (Japanese)/ Cree Summer (English)

ベルゲミーネ [Berugemīne]

A wandering summoner. Having been a summoner far longer than Yuna, she challenges her to multiple battles across the land to better train her aeons. In truth she is an unsent who remains on Spira to train up-and-coming summoners.

Memorable Quote

"Let us see which are stronger. My aeons or yours."

—On Mi'ihen Highroad, suggesting upon their first meeting that she and Yuna train together.



Maechen

Voice Actor: Takuma Suzuki (Japanese)/ Dwight Schultz (English)

メイチェン [Meichen]

A stodgy old man appearing all across Spira. He travels to research the facts of Spira and will convey extensive knowledge of a region to anyone he meets on the road. He has a bad habit of prattling on too long, however.

Memorable Quote

"Perhaps you'd like to hear about . . ."

—In various areas, when he talks with the party.

"Pity."

—In various areas, when you refuse to talk to him.



Shelinda

Voice Actor: Miki Nagasawa (Japanese)/ Sherry Lynn (English)

シェリンダ [Sherinda]

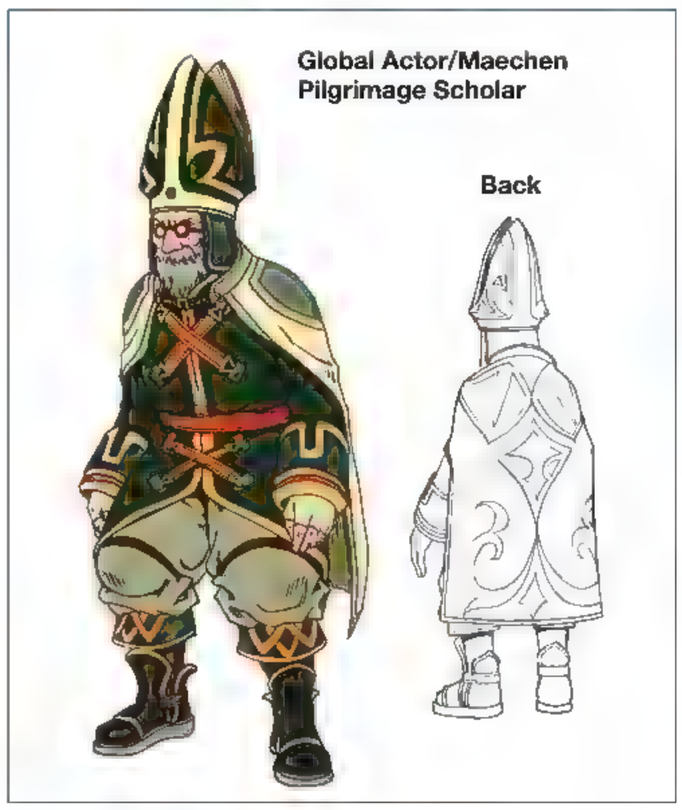
A fledgling young priestess of Yevon traveling the land to train herself. A pure, hard-working girl, she is a bit overzealous in her missionary work and often forces her beliefs onto others.

Memorable Quote

"But, it's not about defeating Sin! The teachings of Yevon must be upheld!"

—On Mi'ihen Highroad, offering her honest opinion on the use of machina in Operation Mi'ihen.









Lucil

Voice Actor: Sayaka Ohara (Japanese)/ Candi Milo (English)

ルチル [Ruchiru]

Captain of the Djose Chocobo Knights. A gallant and dauntless woman, she fights on the frontlines of Operation Mi'ihen. After the battle she rebuilds the knights with her subordinates Elma and Clasko.

Memorable Quote

"Where there's a will, there's a way."

—At the Moonflow, deciding to cross the river without riding a shoopuf.



Elma

Voice Actor: Sumomo Momomori (Japanese)/Julia Fletcher (English)

エルマ [Eruma]

The peppy subcaptain of the Chocobo Knights. She adores her captain Lucil and often pushes around her compatriot Clasko. Though she may seem cute and frivolous, her warrior strength is genuine.

Memorable Quote

"That's our captain!"

—At the Moonflow, impressed by Lucil's statement about crossing the river.



Clasko

Voice Actor: Takayuki Yamaguchi (Japanese)/Matt Miller (English)

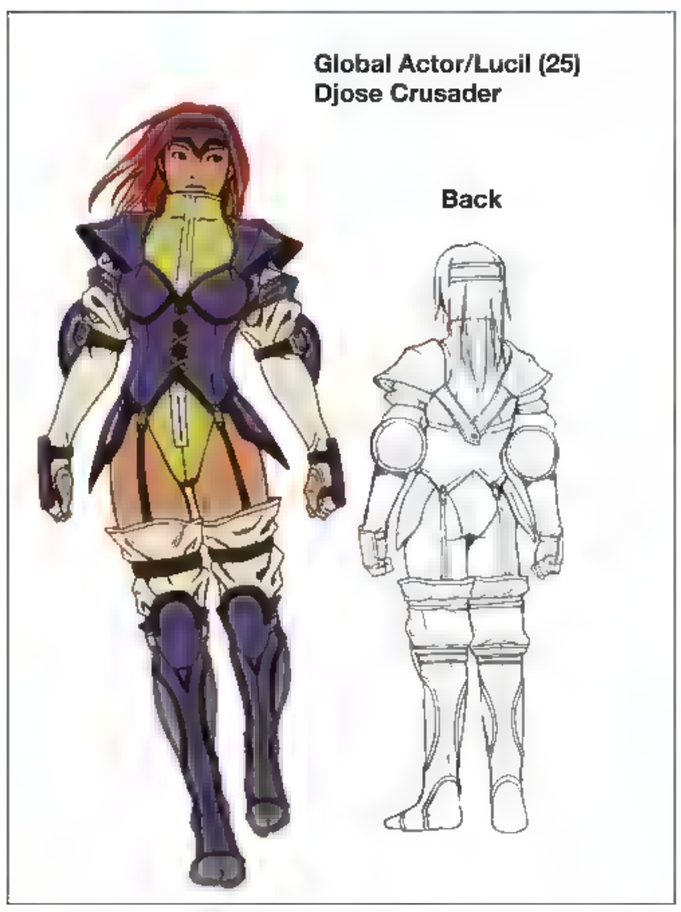
クラスコ [Kurasuko]

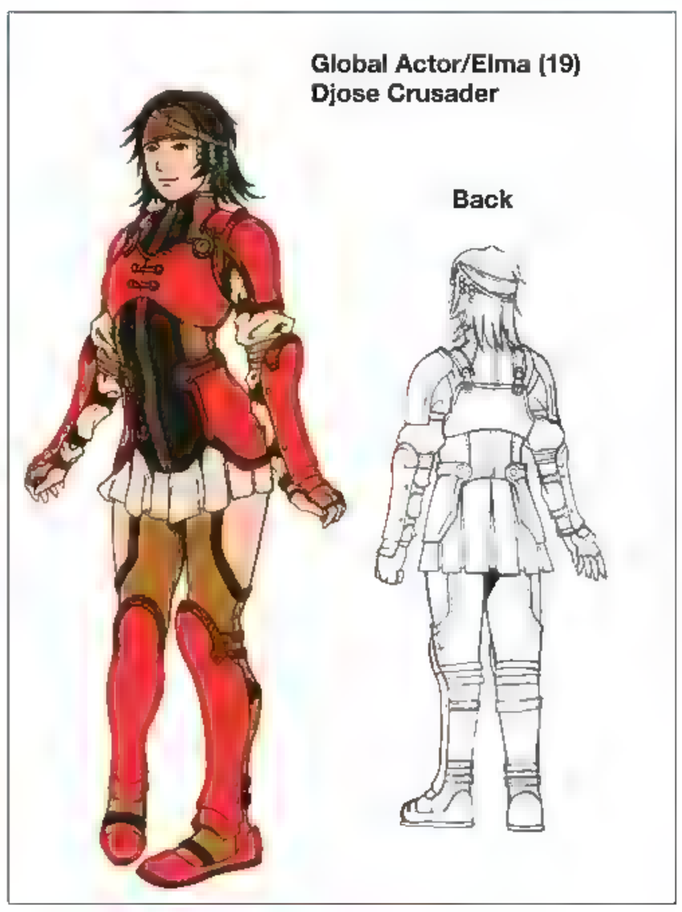
A meek lad who was selected for the Chocobo Knights due to his ability to commune with the large avians. He is not suited for combat, and he questions his place among the knights. He and Elma rarely see eye to eye.

Memorable Quote

"Captain! Waaaaait for meee!"

—At Djose Temple, when forced to walk on foot while Elma and the others ride chocobos.









Biran Ronso

Voice Actor: Kenta Miyake (Japanese)/ unknown (English)

ビラン＝ロンゾ [Biran Ronzo]

A brave Ronso warrior held in high esteem by his companion Yenke. Ten years ago, he broke Kimahri's horn and chased him away from Mt. Gagazet. He continued to hold the small Ronso in contempt, but he comes to recognize Kimahri's strength after losing to him in direct combat.

Memorable **Quote**

"Summoner may pass. Guardians may pass. Kimahri not pass!"

—On Mt. Gagazet, getting in Kimahri's way.

GA/Biran Ronso





Yenke Ronso

Voice Actor: Jun Ishimaru (Japanese)/ unknown (English)

エンケ＝ロンゾ [Enke Ronzo]

A Ronso warrior who idolizes Biran and acts according to his wishes. Although he taunts Kimahri throughout the story, when he loses a two-on-one battle against the "hornless" warrior, he changes his way of thinking.

Memorable **Quote**

"Hornless! Hornless!"

—At the Moonflow (among other places), making fun of Kimahri.

GA/Yenke Ronso





Rin

Voice Actor: Shunsuke Sakuya (Japanese)/ Tom Kenny (English)

リン [Rin]

The capable proprietor of the Agency, the shop and lodgings service set up across Spira. He may be Al Bhed, but he fluently speaks the common Spiran tongue. During the story, he can teach Tidus the basics of the Al Bhed language.

Memorable **Quote**

"I am Rin, the owner of this establishment. *Hela du saad oui*. It means 'Nice to meet you.'"

—On Mi'ihen Highroad, greeting Tidus's group when meeting at the Agency.

Global Actor/Rin
Travel Enterprise

Back





Isaaru

Voice Actor: Akio Suyama (Japanese)/ Quinton Flynn (English)

イサール [Isâru]

A serious and well-mannered summoner with a cool appearance. He idolized Braska from a young age and is friendly toward his daughter Yuna. Nevertheless, he is forced to fight her on the order of the temples.

Memorable **Quote**

"The daughter of Lord Braska. You have the look of your father."

—At Djose Temple, greeting Yuna upon their first meeting.

Global Actor/Isaaru
Summoner

Back





Maroda

Voice Actor: Masataka Nakai (Japanese)/ Robbie Rist (English)

マローダ [Marôda]

Isaaru's younger brother. He and Pacce travel as Isaaru's guardians, pursuing the goal of performing the Final Summoning. He is swarthy and combat ready, and his outspoken nature contradicts Isaaru's in every way.

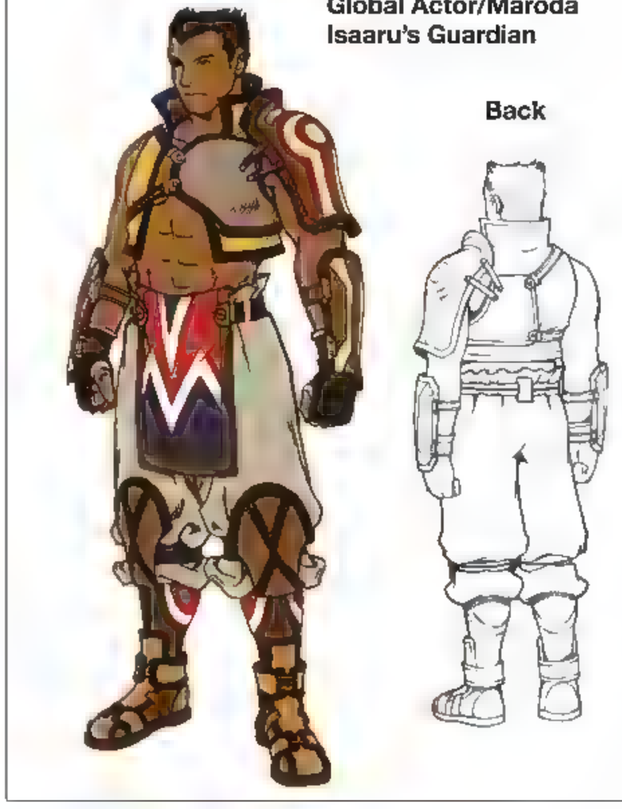
Memorable **Quote**

"Sorry I don't know more, but . . . watch your back."

—At Djose Temple, warning about the disappearances of summoners.

Global Actor/Maroda
Isaaru's Guardian

Back





Pacce

Voice Actor: Motoko Kumai (Japanese)/ Candi Milo (English)

パッセ [Passe]

Isaaru's innocent youngest brother. He works hard to make himself useful on the pilgrimage, unaware that death awaits his brother at the end of their journey.

Memorable **Quote**

"Hey, what's 'sacrificed'? The Al Bhed said that summoners were being 'sacrificed.'"

—At Home, pelting Tidus with questions.

Global Actor/Pacce
Isaaru's Guardian

Back





Tromell Guado

Voice Actor: Ryūzō Ishino (Japanese)/ Corey Burton (English)

トワメル＝グアド [Towameru Guado]

The elderly Guado butler who serves Seymour and served his father Jyscal before him. He worries about Seymour but turns a blind eye to the youth's murder of Jyscal and tries to take out Yuna's party after they defeat him.

Memorable **Quote**

"The Guado take care of Guado affairs."

—At Macalania Temple, breaking the sphere that would prove that Seymour killed Jyscal.





Yo Mika

Voice Actor: Hiroshi Iwasaki (Japanese)/ Dwight Schultz (English)

ヨー＝マイカ [Yō Maika]

An old man who unified the citizens of Spira as the grand maester of Yevon. Despite spreading a doctrine that repudiates the unsent, he is an unsent himself. He looks like a kindly soul, but his cold and cunning nature leads him to condemn Yuna as a traitor as soon as she learns the contradictions in Yevon's teachings.

Memorable **Quote**

"Only the power of death truly commands in Spira. Resisting its power is futile."

—At Bevelle, explaining the spiral of death to Yuna.





Memorable **Scene**

An End to Secrets, an End to Mika

Yo Mika's life was filled with deceit, but even he wished for Spira to continue onward. He only endorsed the Final Summoning because he considered it to be Spira's only salvation. When he learns that this hope has been lost forever due to the actions of the heroes, he vanishes in a fit of despair.





Wen Kinoc

Voice Actor: Hidenari Ugaki (Japanese)/ Roger L. Jackson (English)

ウェン＝キノック [U~en Kinokku]

A maester of Yevon and the commander of the Warrior Monks. An old friend of Auron's, he climbed the ranks by accepting the marriage the former Warrior Monk turned down. Obsessed with gaining power, he is assassinated by Seymour, who hates such worldly minded individuals.

Memorable **Quote**

"This plan won't work, you know that. We'll just let them dream a little longer."

—On Mushroom Rock Road, viewing the soldiers participating in Operation Mi'ihen with disdain.





Kelk Ronso

Voice Actor: Koichi Sakaguchi (Japanese)/ Corey Burton (English)

ケルク＝ロンゾ [Keruku Ronzo]

Chief of the Ronso people and a maester of Yevon. His stern personality leads him to resign his post of maester in disgust after he hears of Seymour's misdeeds. He later confronts Seymour in an attempt to protect Yuna but fails in battle.

Memorable **Quote**

"Now go! The sacred heights of Gagazet welcome you."

—On Mt. Gagazet, struck by Yuna's resolve.





Zuke

Voice Actor: Jun Ishimaru (Japanese)/ André Sogliuzzo (English)

ズーク [Zūku]

The second summoner who accepted Lulu as his guardian. He failed in his pilgrimage half a year ago in the Calm Lands. He wishes only for Lulu's happiness and risks warning her when her party is pursued by Yevon.

Memorable **Quote**

"I hope her pilgrimage goes well. For your sake, too."

—In the Calm Lands, encouraging Lulu.





Fayth Boy
(Bahamut's Fayth)

Voice Actor: Rio Natsuki (Japanese)/ Debbie Derryberry (English)

祈り子の少年 [Inori-ko no shōnen]

A mysterious boy who appears before Tidus several times throughout his journey. His true identity is the fayth of the aeon Bahamut. He conveys the truth of the residents of Dream Zanarkand and advises the heroes on how to eliminate Sin once and for all.

Memorable **Quotes**

"It begins. Don't cry."
—In Dream Zanarkand, talking to Tidus when Sin attacks.

"Just a little more, and maybe . . . Maybe you are the dream that will end our dreaming at last."
—In Dream Zanarkand, conveying the truth to Tidus.





Ginnem

ギンネム [Gin'nemu]

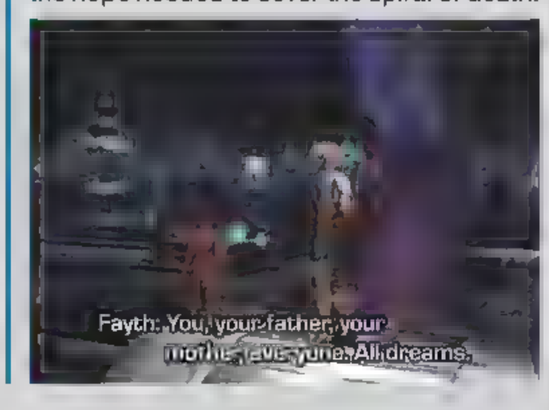
The first summoner to take on Lulu as a guardian. Two years ago she set out on a pilgrimage for the Final Summoning but used up all her strength communing with the fayth of the aeon Yojimbo. She remains on Spira as an unsent, dwelling in the cavern of that fayth.



Memorable **Scene**

Telling the Truth to Tidus

The fayth created Tidus and all of his people through the power of their communal dream. Because of this, he has known Tidus from a very young age. Expecting great things, he tells the youth the truth and entrusts him with the hope needed to sever the spiral of death.





Shoopuf Driver

Voice Actor: Junichi Suwabe (Japanese)/ unknown (English)

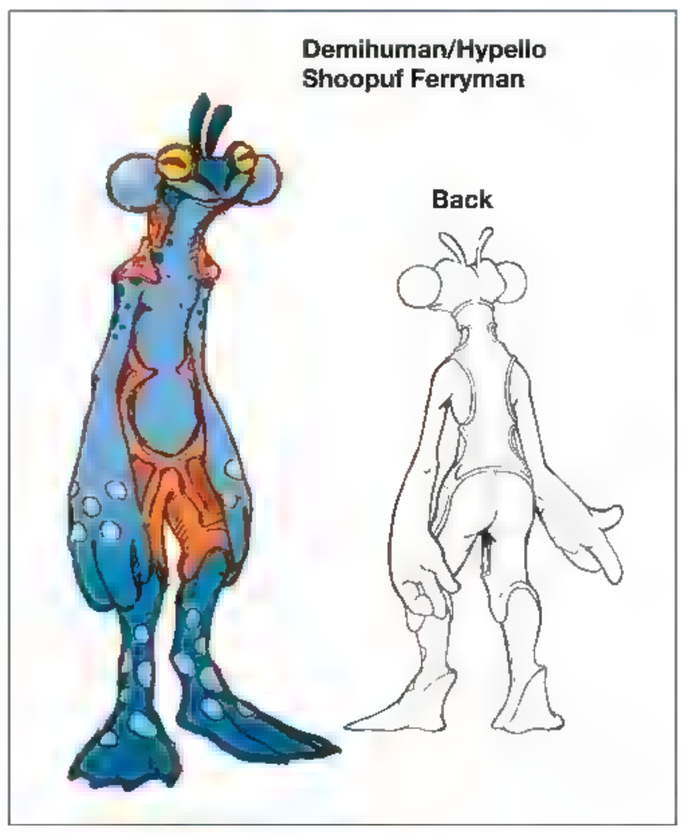
シパーフ使い [Shipāfu Tsukai]

A Hypello who ferries people across the Moonflow on the back of a large shoopuf creature. Like other members of its race, it lives a leisurely life, accepting even a sudden attack by the Al Bhed Extractor machina without too much concern.

Memorable **Quotes**

"Noo, I don shink sho. Ish bad idea, yesh."
—At the Moonflow, refusing to let a chocobo board his shoopuf.

"Ride ze shoopuf?"
—At the Moonflow, engaging in the business of shoopuf rides.



Gandof

ガンドフ [Gandofu]

Spira's first high summoner, he defeated Sin through the Final Summoning four hundred years ago. Famed for sealing the evil Qactuars in stones across the Thunder Plains.



Ohalland

オハランド [Oharando]

A high summoner from Kilika Island who defeated Sin 230 years ago. A vaunted blitzball player who took on a godlike status within the sport.



Yocun

ヨンクン [Yonkun]

A high summoner who defeated Sin one hundred years ago and brought about a Calm. Originally a member of the Crusaders, she trained continuously in the valley of the Calm Lands.



OTHER CHARACTERS

Blitzball Players

Letty

Voice Actor: Hiroshi Kamiya (Japanese)/unknown (English)



レッティ [Retti]



Besaid Aurochs/ Player/Male

Back



Datto

Voice Actor: Ryuzou Ishino (Japanese)/unknown (English)



ダット [Datto]

Jassu

Voice Actor: Junichi Suwabe (Japanese)/unknown (English)



ジャッシュ [Jasshu]

Botta

Voice Actor: Takuma Suzuki (Japanese)/unknown (English)



ボッタ [Botta]

Keepa

Voice Actor: Takayuki Yamaguchi (Japanese)/unknown (English)

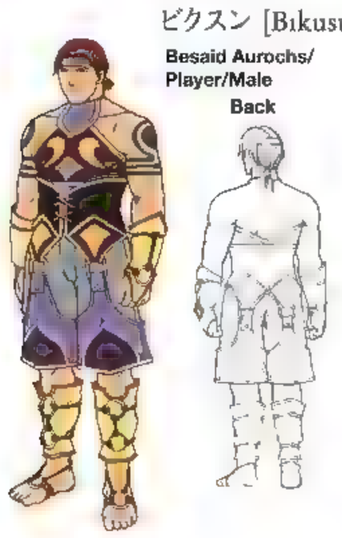


キッパ [Kippa]

Bickson

Voice Actor: Shunsuke Sakuya (Japanese)/unknown (English)

ビクスン [Bikusun]



Besaid Aurochs/ Player/Male

Back

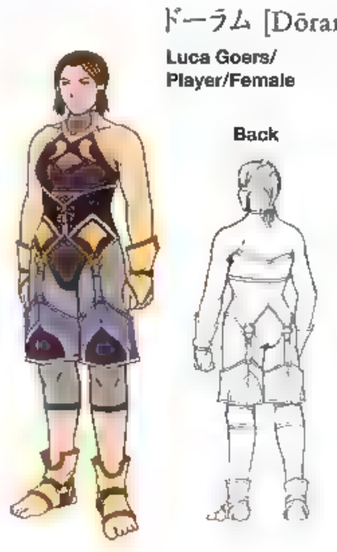
Graav

Voice Actor: Hiroshi Kamiya (Japanese) /unknown (English)



Doram

ドーラム [Dōramu]

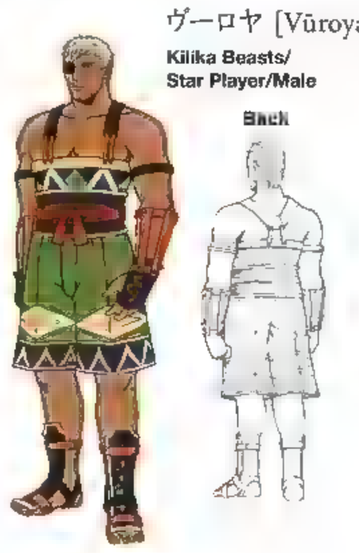


Luca Goers/ Player/Female

Back

Vuroja

ヴーロヤ [Vūroya]

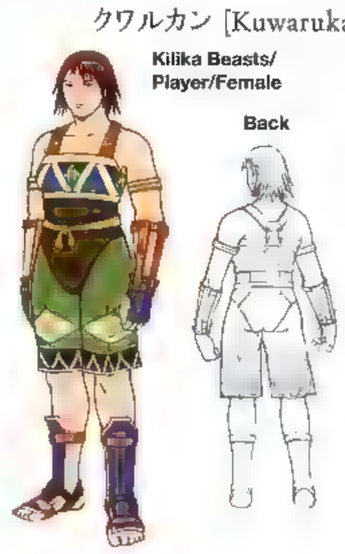


Kilika Beasts/ Star Player/Male

Back

Kulukan

クワルカン [Kuwarukan]



Kilika Beasts/ Player/Female

Back

Nav Guado

ナバラ＝グアド [Nabara Guado]



Guado Glories/ Star Player/Male

Back

Giera Guado

ギエラ＝グアド [Giera Guado]



Guado Glories/ Player/Male

Back

Auda Guado/ Yuma Guado

オーデ／ユマ＝グアド [Ōde/Yuma Guado]



Guado Glories/ Player/Female

Back

Berrik

Voice Actor: Hideo Ishikawa (Japanese)/unknown (English)

ベリック [Berikku]

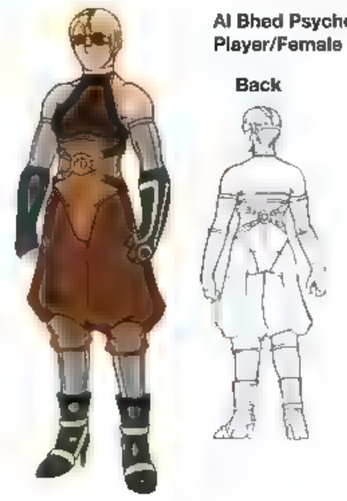


Al Bhed Psyches/ Star Player/Male

Back

Judda

ユーダ [Yūda]



Al Bhed Psyches/ Player/Female

Back

Basik Ronso/Zamzi Ronso

バシク／ザムジ＝ロンゾ [Bashiku/Zamuji Ronzo]

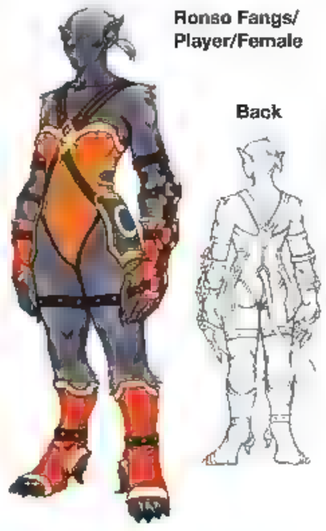


Ronso Fangs/ Player/Male

Back

Irga Ronso

イルガ＝ロンゾ [Iruga Ronzo]



Ronso Fangs/ Player/Female

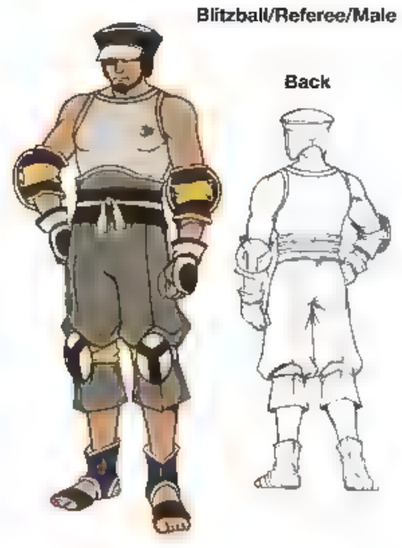
Back

Blitzball Staff



Stadium Staff (Reception)/Adult

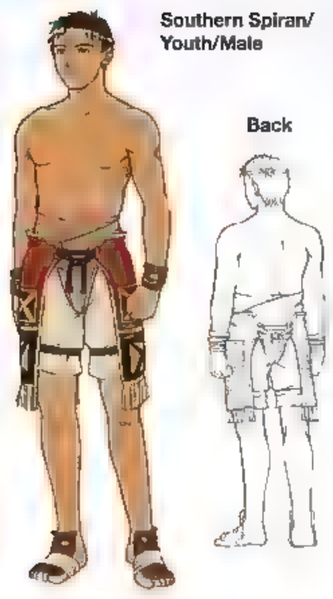
Back



Blitzball/Referee/Male

Back

Southern Spira Residents


Southern Spiran/ Youth/Male

Back


Southern Spiran/ Elder/Male


Back


Southern Spiran/ Adult/Female


Back

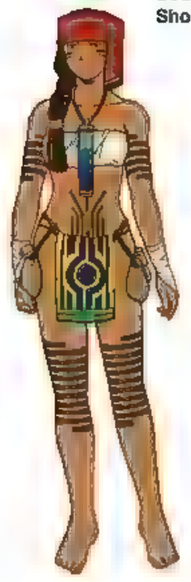

Southern Spiran/ Adult 1/Female


Back


Southern Spiran/ Elder/Female


Back

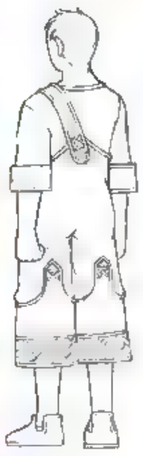
Southern Spira Residents


Southern Spiran/ Shopkeeper/Female


Back

Central Spira Residents


Central Spiran/ Youth 1


Back


Central Spiran/ Youth/Male


Back


Central Spiran/ Middle Aged/Male


Back


Central Spiran/ Middle Aged 2


Back

Central Spira Residents


Central Spiran/ Youth/Female


Back

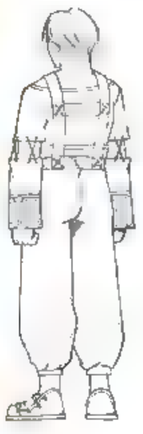

Central Spiran/ Youth/Female


Back


Central Spiran/ Middle Aged/Female


Back


Central Spiran/ Shopkeeper (Adult)/Male


Back


Central Spiran/ Shopkeeper (Youth)/Female


Back

Northern Spira Residents


Northern Spiran/ Youth/Male


Back


Northern Spiran/ Elder/Male


Back


Northern Spiran/ Adult/Female


Back


Northern Spiran/ Youth/Female


Back

Crusaders

Crusader/Child/Male

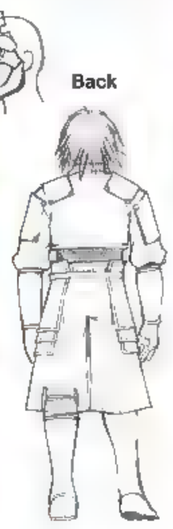


Back

Crusader/Adult 2/Male



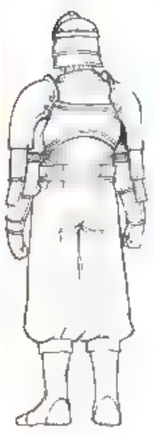
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Crusader/Middle Aged/Male



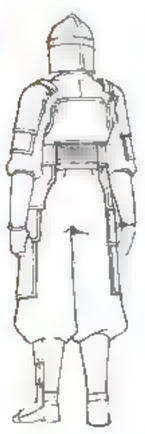
Back



Crusader/Youth/Male



Back



Crusader/Adult 1/Male



Back



Crusaders

Crusader/Youth/Female



Back



Crusader/Adult/Female



Back



Yevon High Priests

Yevon Priest (Unsent)/Elder/Male



Back



Yevon Priest/Elder/Female



Back



Yevon Priests

Central Spiran/Child/Male



Back



Central Spiran/Adult/Male



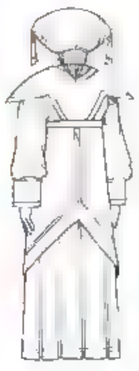
Back



Central Spiran/
Adult/Female



Back



Yevon Warrior Monk/
Adult/Male



Back



Yevon Warrior Monk/
Adult/Female



Back

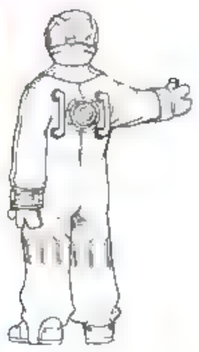


Al Bhed

Al Bhed/Child/Male



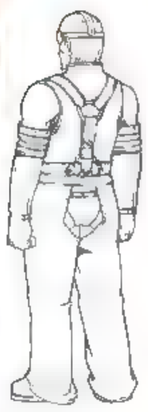
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Al Bhed/Middle Aged/Male



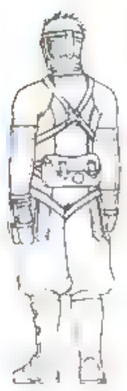
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Al Bhed/Youth/Male



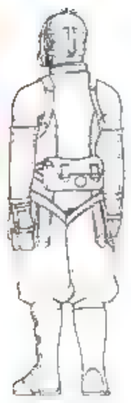
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Al Bhed/Adult/Male



Back



Al Bhed/Youth/Female

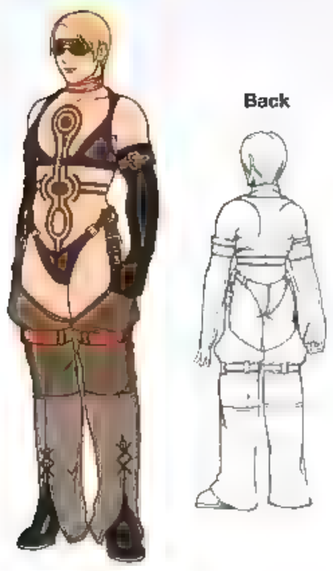


Back



Al Bhed

Al Bhed/Adult/Female



Al Bhed Sailor/Adult 1/Male



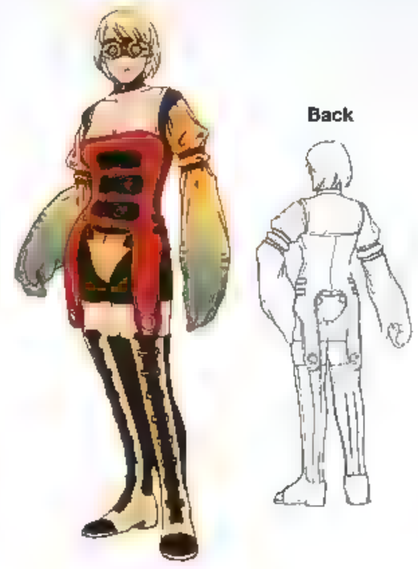
Al Bhed Sailor/Adult 2/Male



Al Bhed Captain/Middle Aged/Male



Al Bhed Sailor/Adult/Female



Guado

Guado/Child/Male



Guado/Adult/Male



Guado/Elder/Male



Guado/Child/Female



Guado/Shopkeeper/Male



Ronso

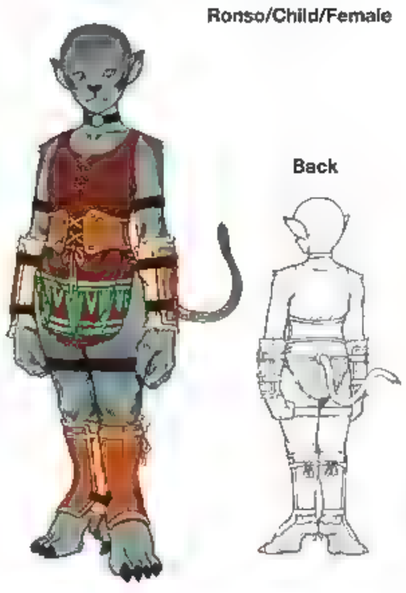
Ronso/Child/Male



Ronso/Adult 1/Male



Ronso/Child/Female

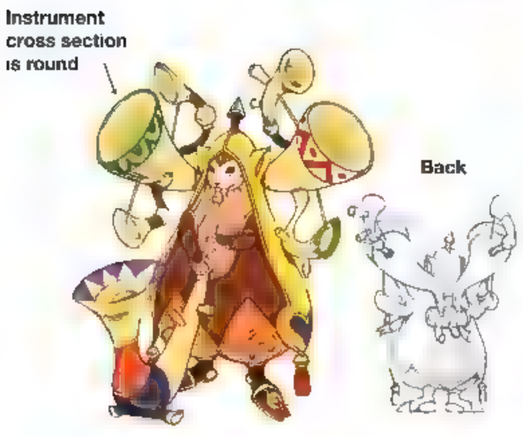


Ronso/Adult 2/Female



Demihumans

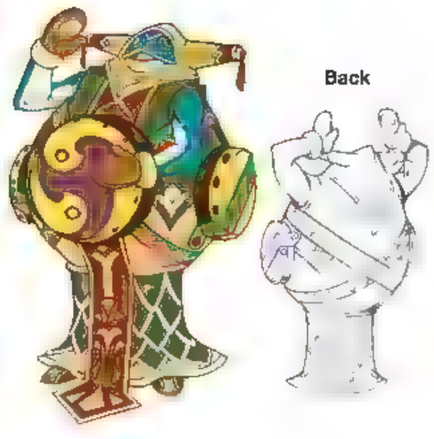
Yevon Music Brigade/Musician 1



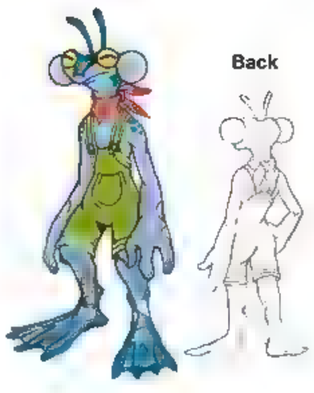
Yevon Music Brigade/Musician 2



Yevon Music Brigade/Musician 3



Demihuman/Hypello Child



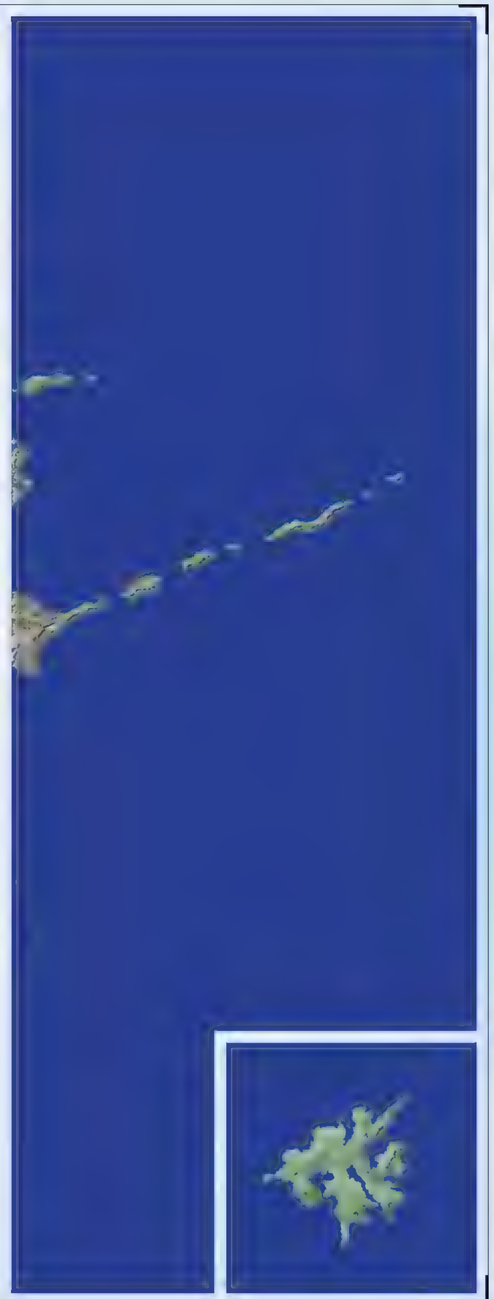
Peruperu

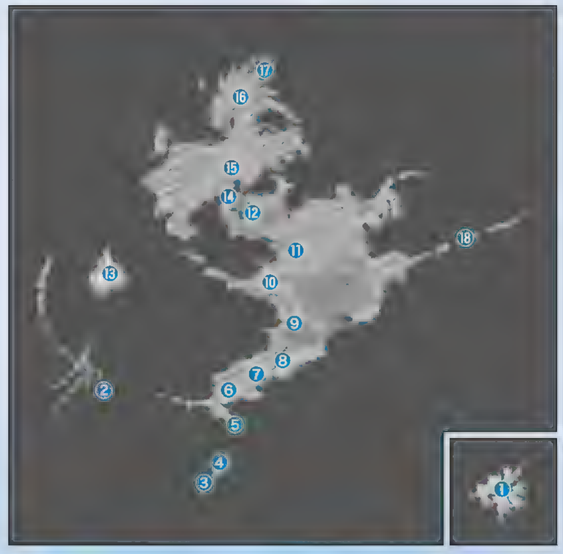


WORLD

The world of Spira consists of islands floating around a massive continent that stretches to the north and south. The world seems to be blessed with a warm, pleasant climate. Dream Zanarkand, a realm introduced at the start of the story, cannot be visited by living beings.



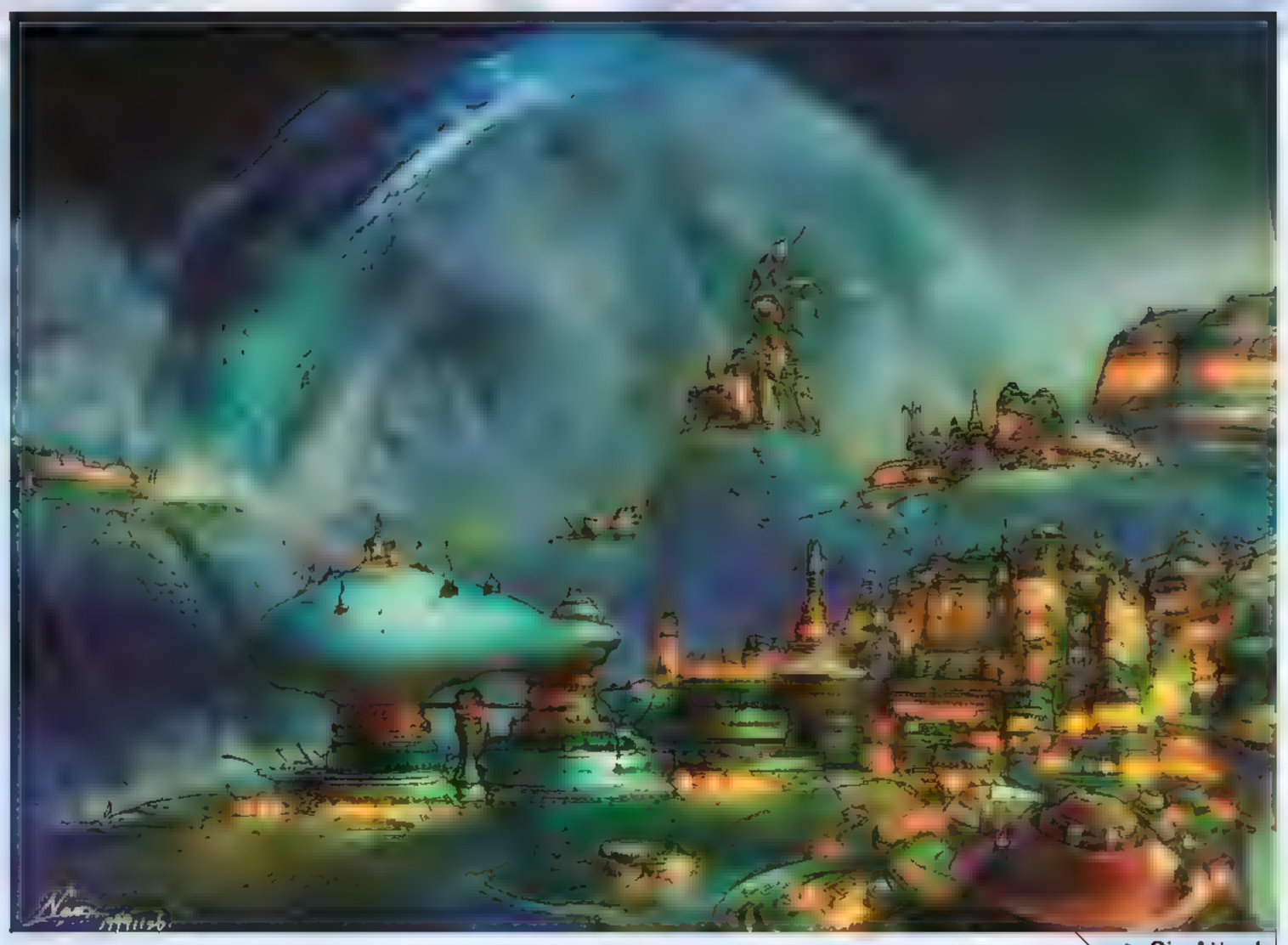




1. Dream Zanarkand
2. Submerged Ruins (Temple of Yevon-Baaj)
3. Besaid Island
4. Kilika Island
5. Luca
6. Mi'ihen Highroad
7. Mushroom Rock Road
8. Djose
9. Moonflow
10. Guadosalam
11. Thunder Plains
12. Macalania
13. Bikanel Island
14. Bevelle
15. Calm Lands
16. Mt. Gagazet
17. Zanarkand Ruins
18. Omega Ruins

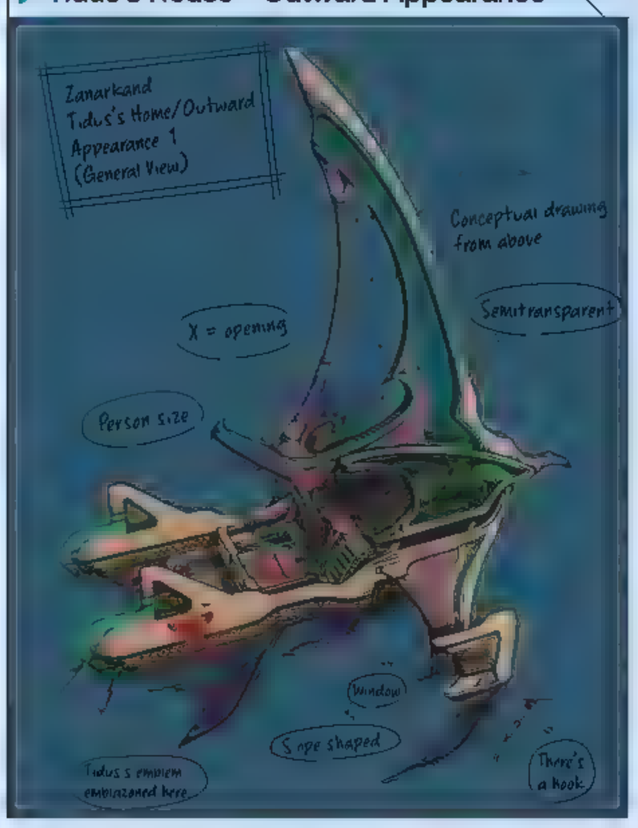
Dream Zanarkand

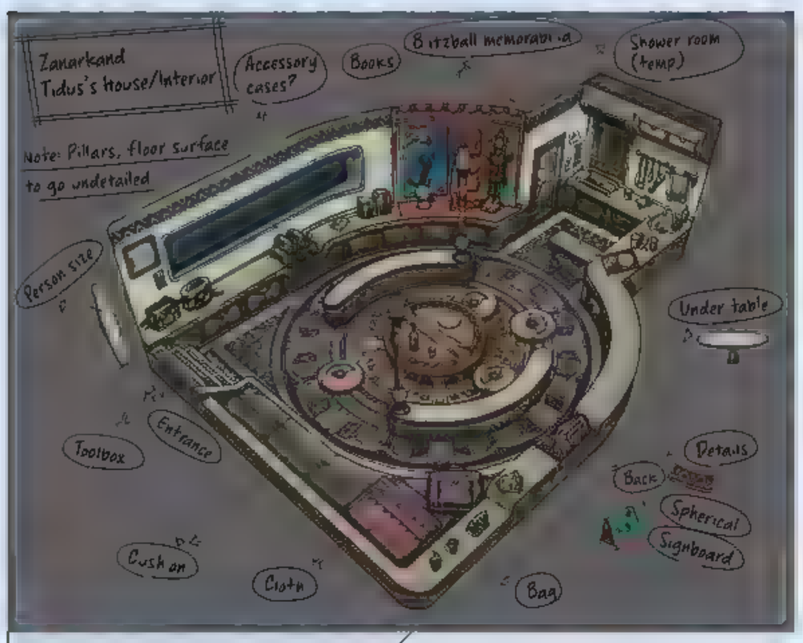
The mechanical metropolis in which Tidus grew up. This city is actually a dream summoned by Yu Yevon, who sought to reproduce Zanarkand and its people as they existed a thousand years ago. In early development, the city was called Registan.



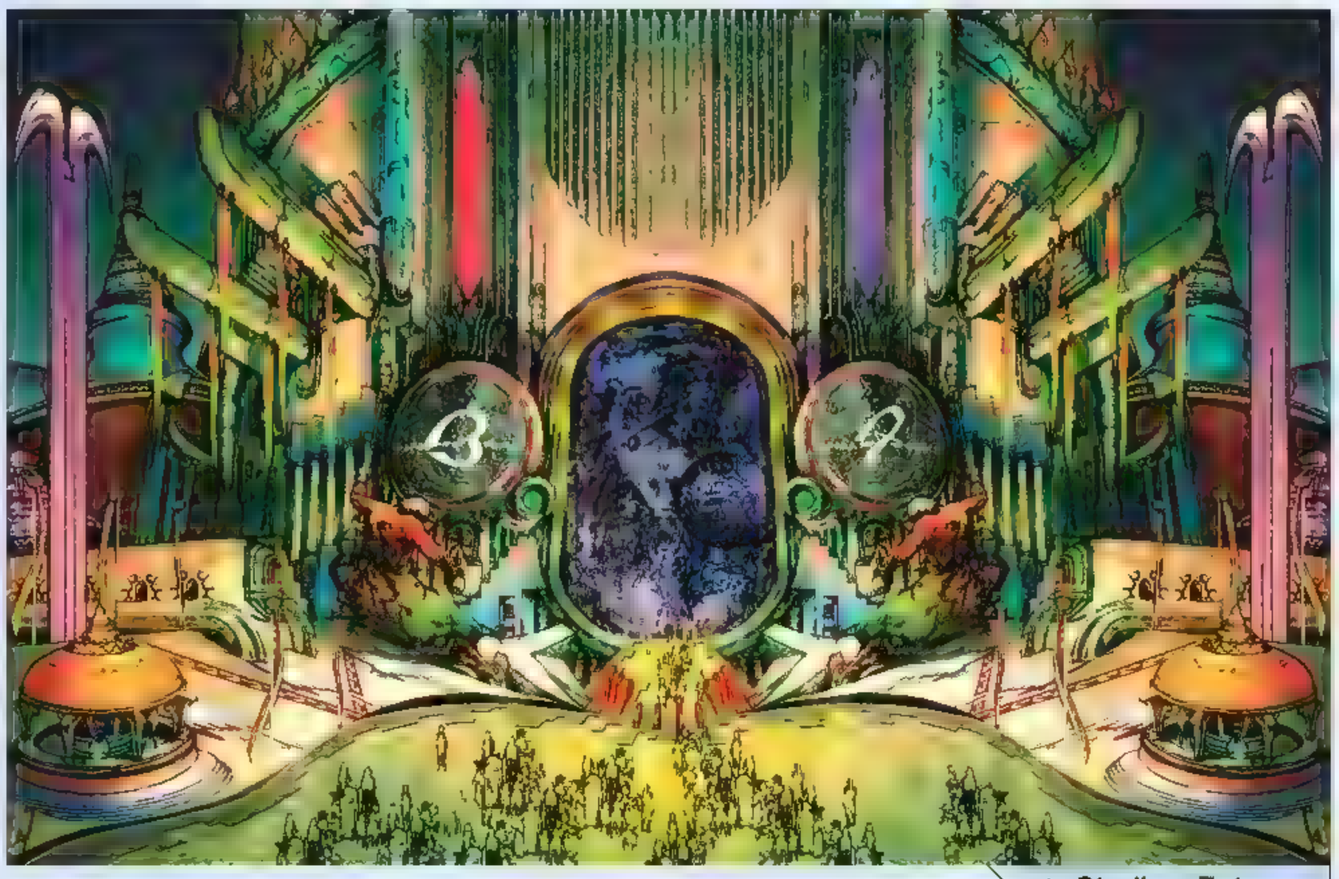
▶ Sin Attack

▶ Tidus's House—Outward Appearance



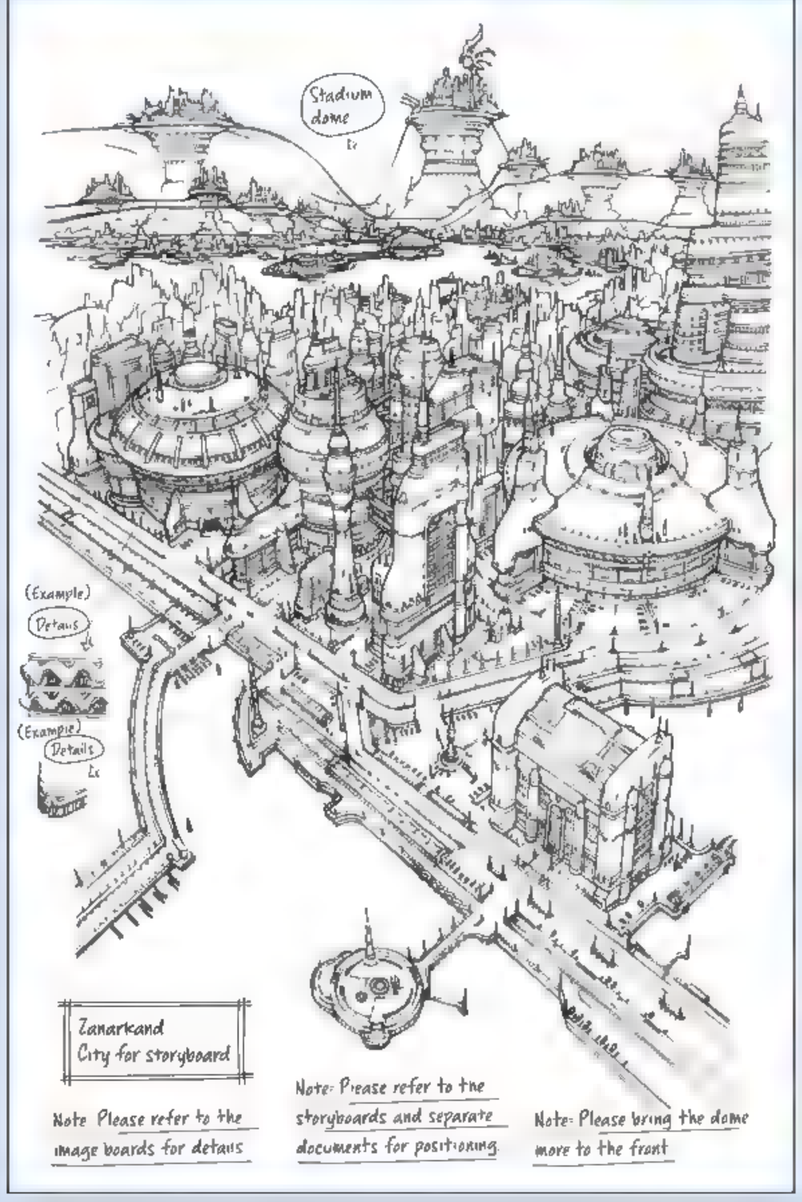


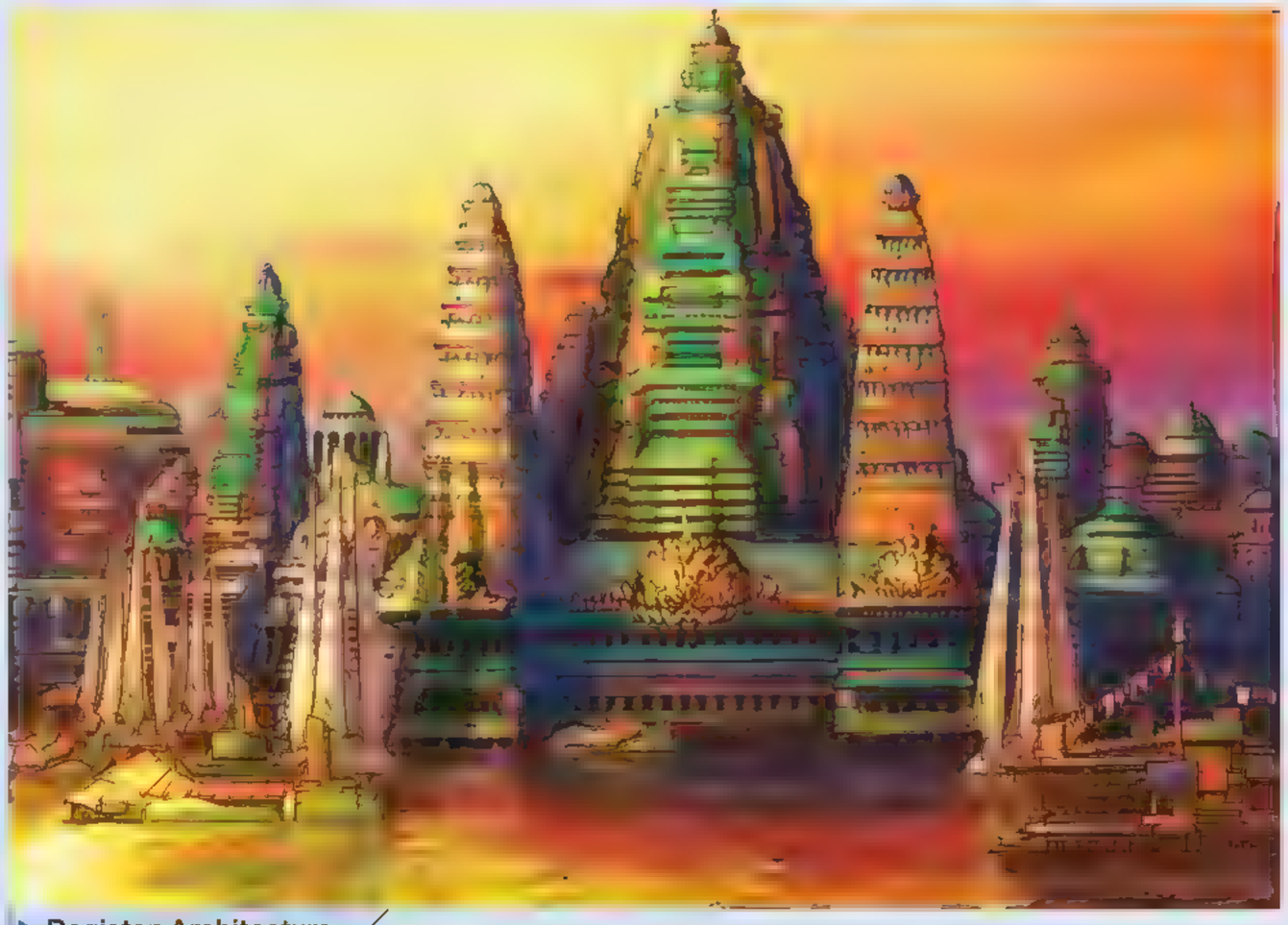
▶ Tidus's House—Inside



▶ Stadium Entrance

▶ Townscape





▶ Registan Architecture

Submerged Ruins (Temple of Yevon-Baaj)

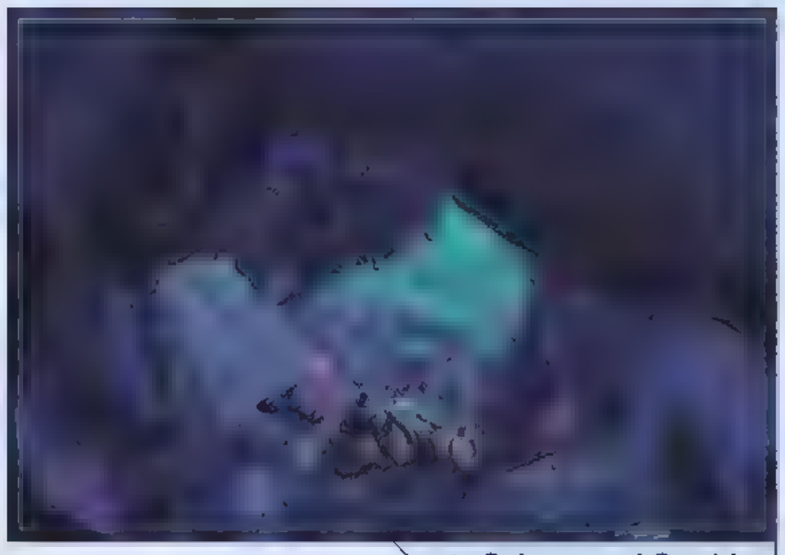
The ruins of a Yevon temple destroyed by Sin decades earlier. Seymour lived here as a youth in the care of his mother, and in this temple's Chamber of the Fayth the young Guado installed a statue representing Anima's fayth.



▶Flooded Plaza

▶Outward Appearance





▶Submerged Corridor

Besaid Island

An island on the southern tip of Spira. It is a place abundant with nature. Its mountain regions are overgrown with thick vegetation, broken up by a number of free-flowing waterfalls. Yuna and Wakka grew up in the elevated settlement of Besaid Village.

▶Besaid Village

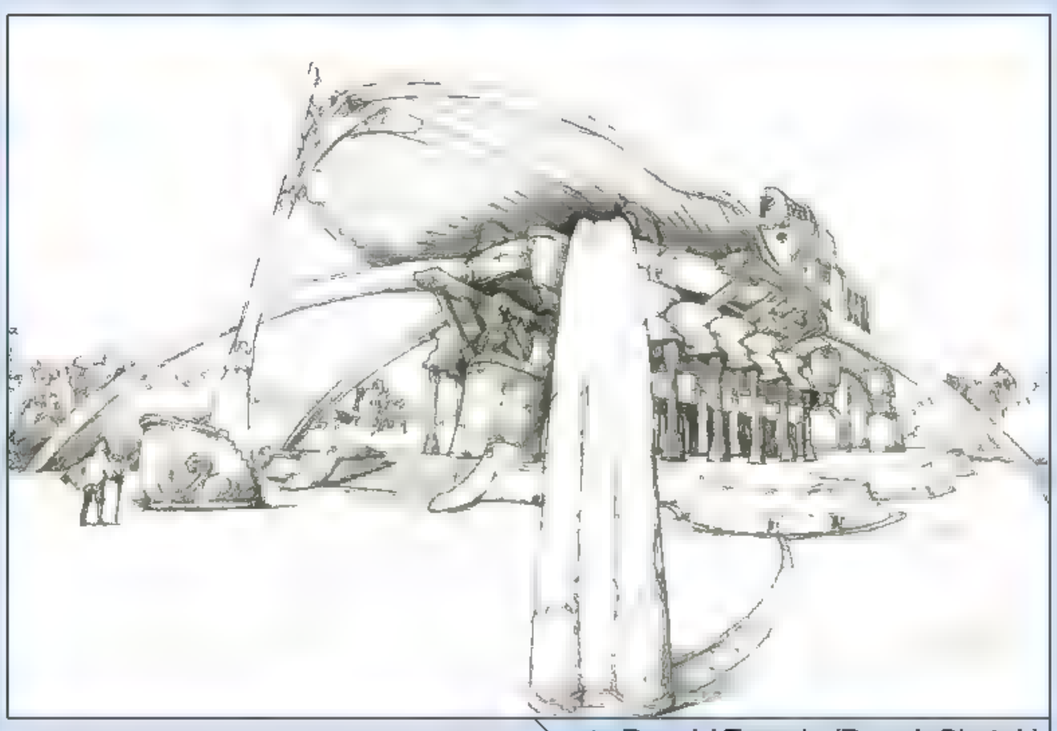


▶Besaid Temple



▶Underwater Ruins

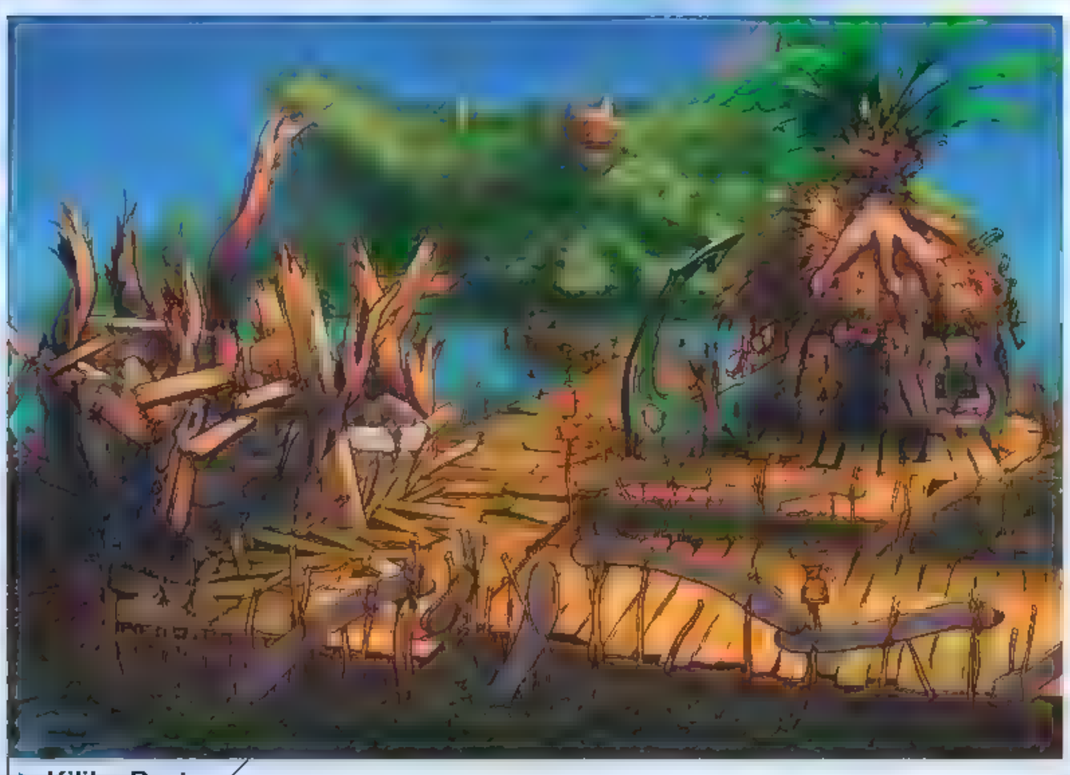




▶Besaid Temple (Rough Sketch)

Kilika Island

An island to the northeast of Besaid Island. Its residents reside in Kilika Port, a community built in the shallows. Lying just beyond the forest, Kilika Temple is well known as a spot where players can pray for a victory in blitzball.



▶Kilika Port



▶Kilika Temple

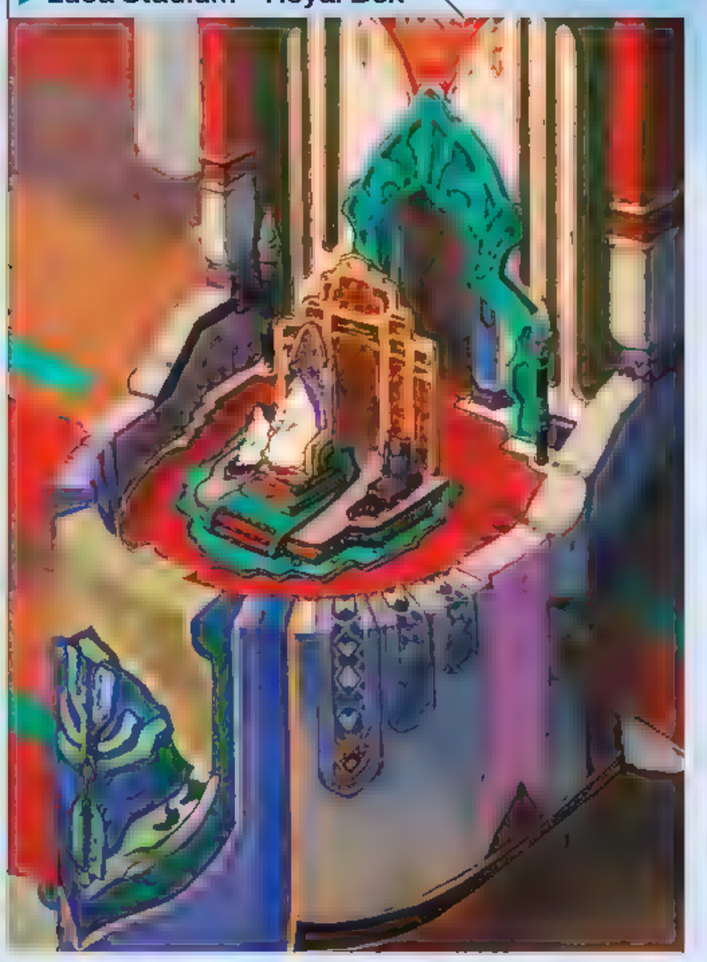
Luca

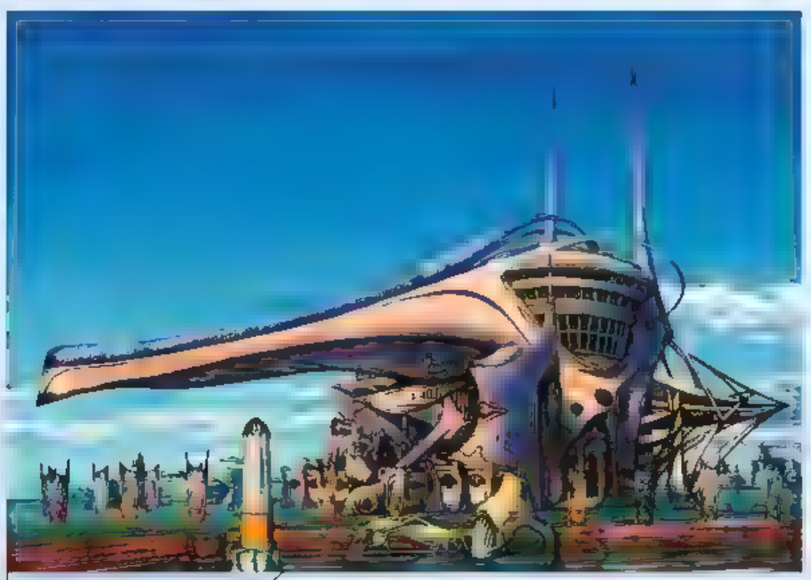
The second-largest city in Spira, it is famed for its massive blitzball stadium and a theater that plays movies and music. Luca has its own unique character, and teams of all races and cultures come to participate in its blitzball tournaments.

▶Full View



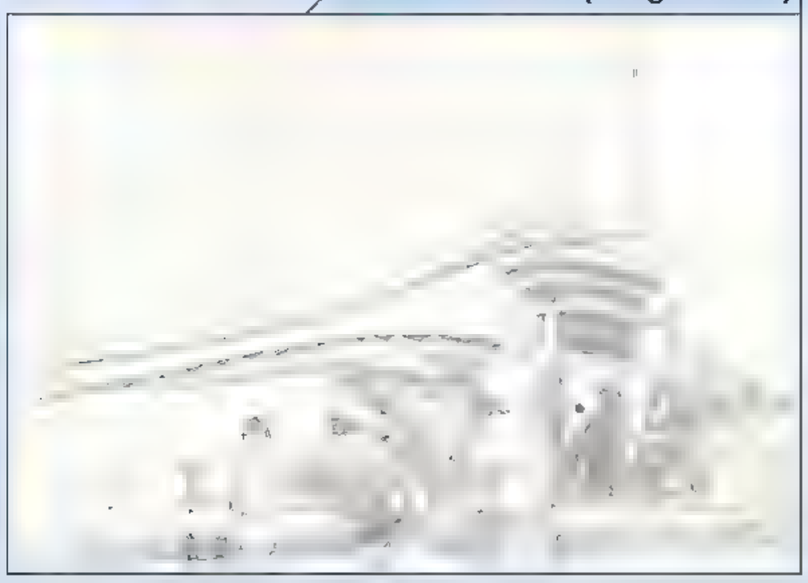
▶Luca Stadium—Royal Box

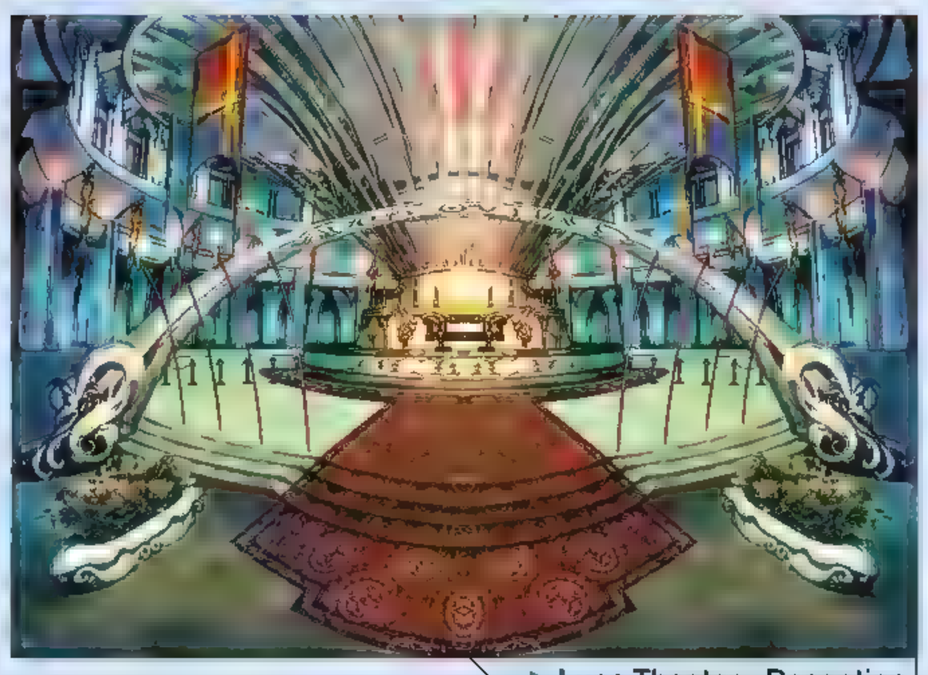




▶Luca Theater

▶Luca Theater (Rough Sketch)





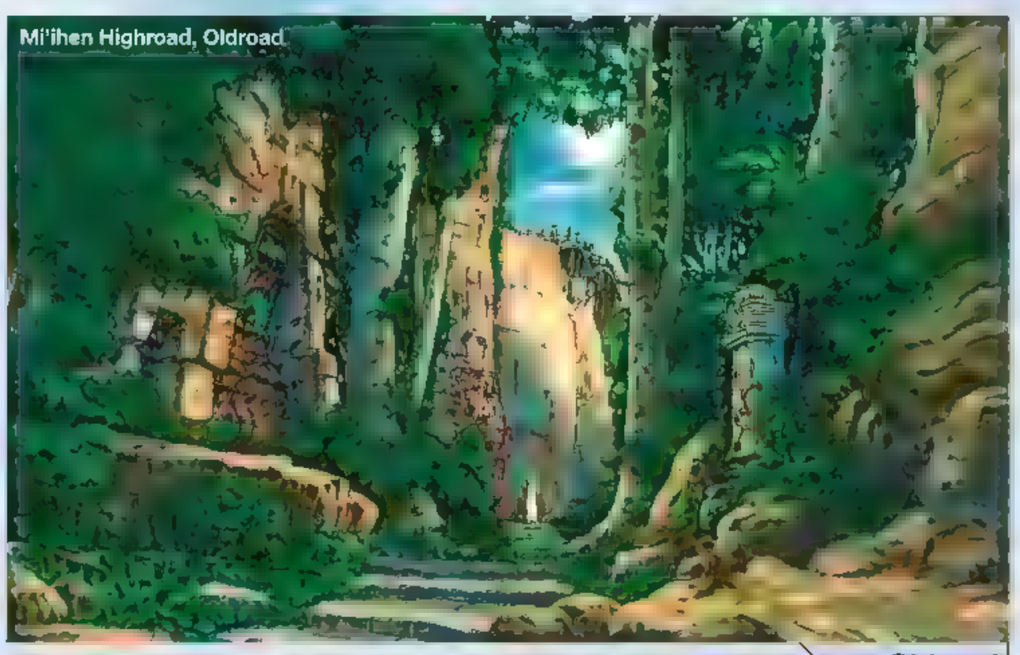
▶Luca Theater—Reception

▶ New Road



Mi'ihen Highroad

A highway famously walked by the hero Mi'ihen eight hundred years in the past. Part of the road was destroyed by Sin five hundred years ago, but a new road was built in its place. Along this highway, travelers can rent chocobos and find lodging at the Agency.

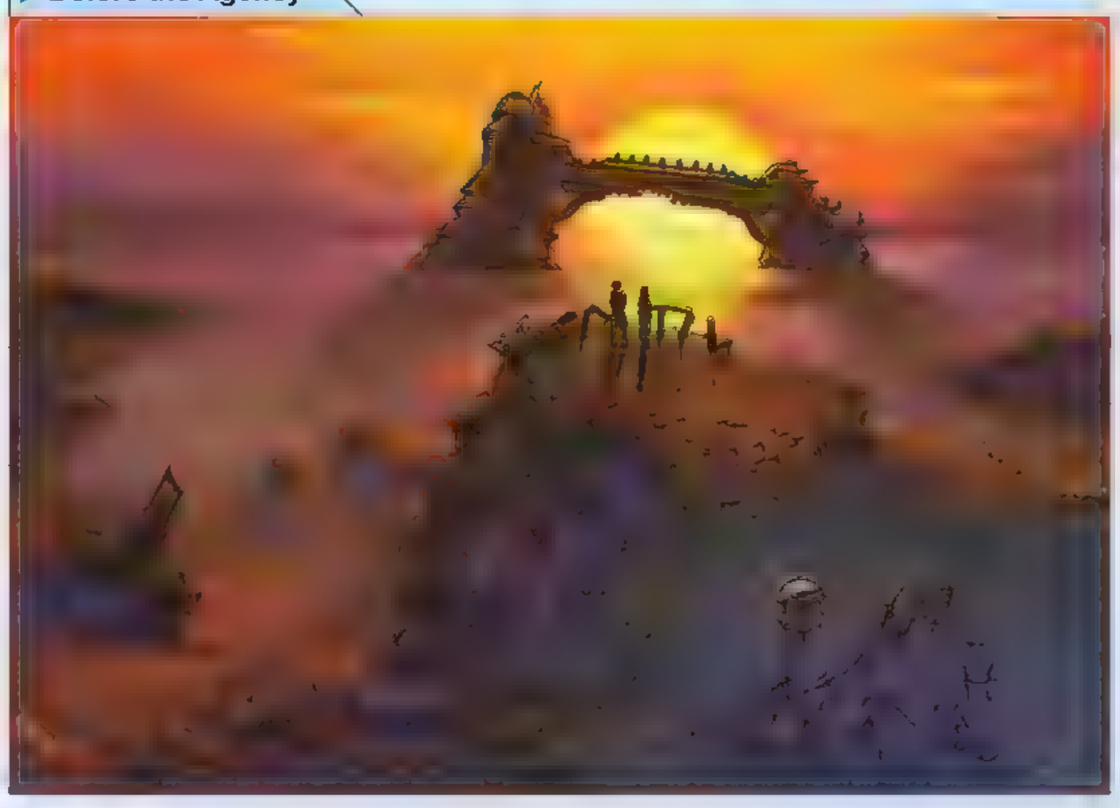


▶ Oldroad



▶ Statue of Mi'ihen

▶ Before the Agency



Memorable **Location**

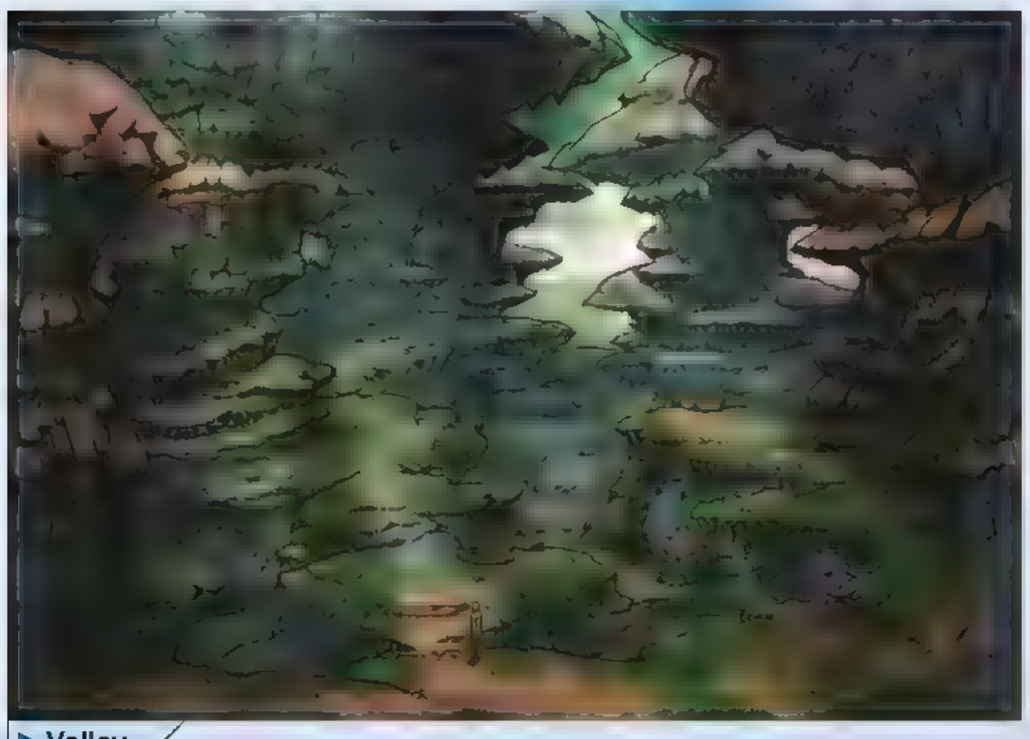
The Sight in Yuna's Sphere

Before reaching the Agency, Tidus and Yuna discuss the threat of Sin against the setting sun. Yuna also records a message for her friends, which can be viewed on Mt. Gagazet near the end of the tale. This recording includes the sight of sunken ocean ruins, seen in the illustration above.



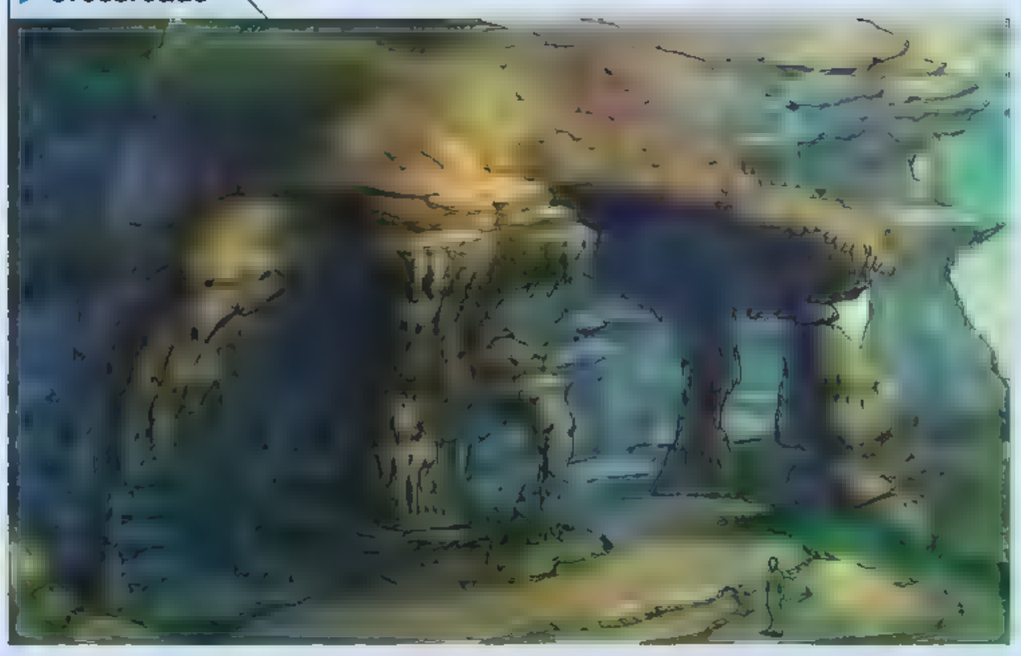
Mushroom Rock Road

A highway connected to the northern tip of the Mi'ihen Highroad. The surrounding rockface resembles a pile of mushrooms; hence the name. The highway eventually forks, with one path leading to the highlands and the other to the Djose Highroad.



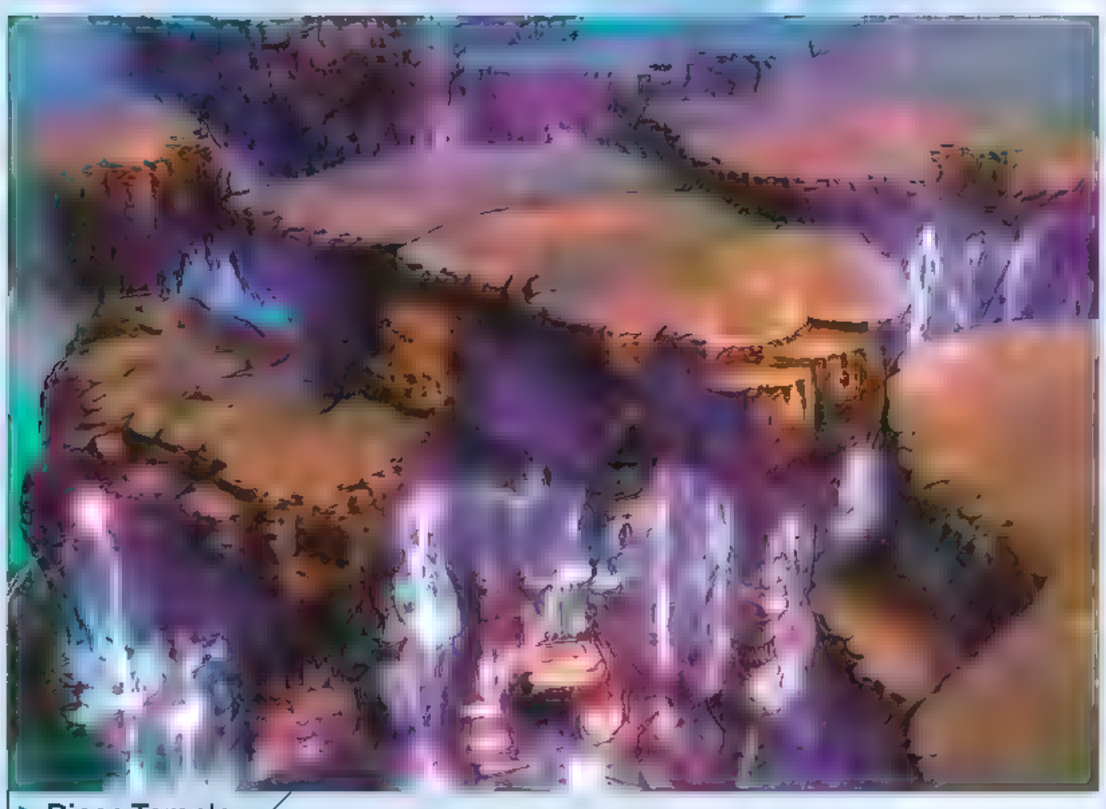
▶ Valley

▶ Crossroads

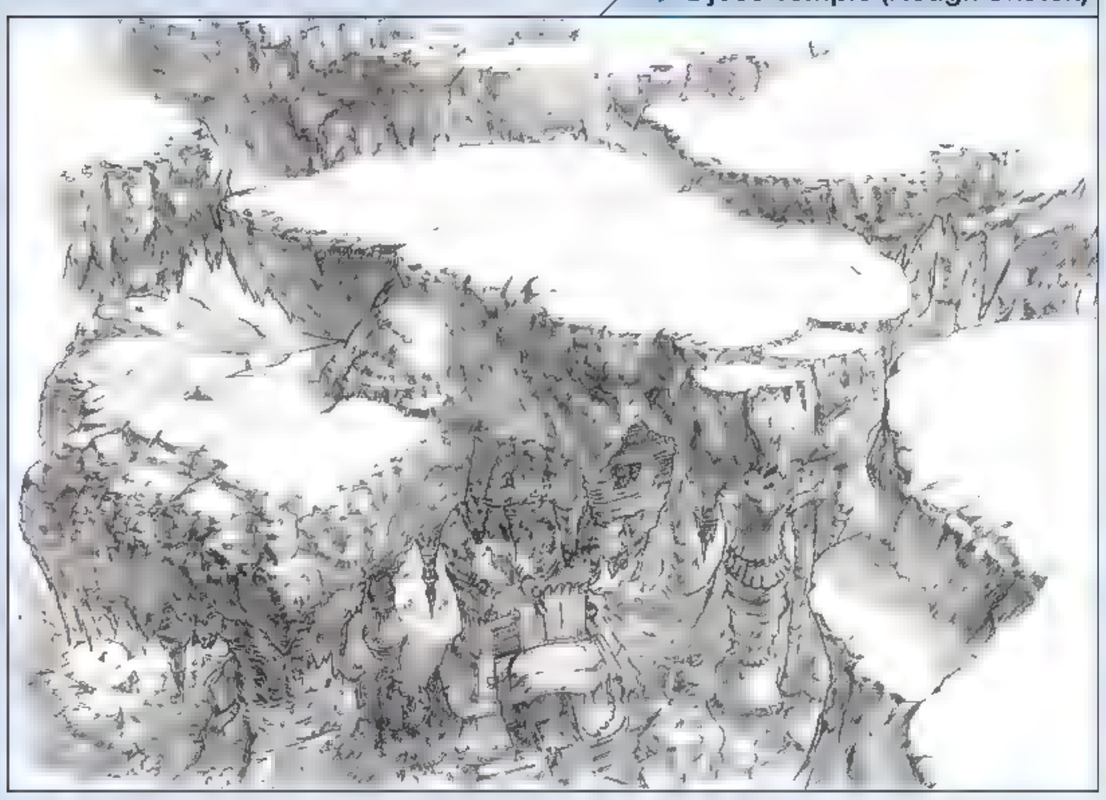


Djose

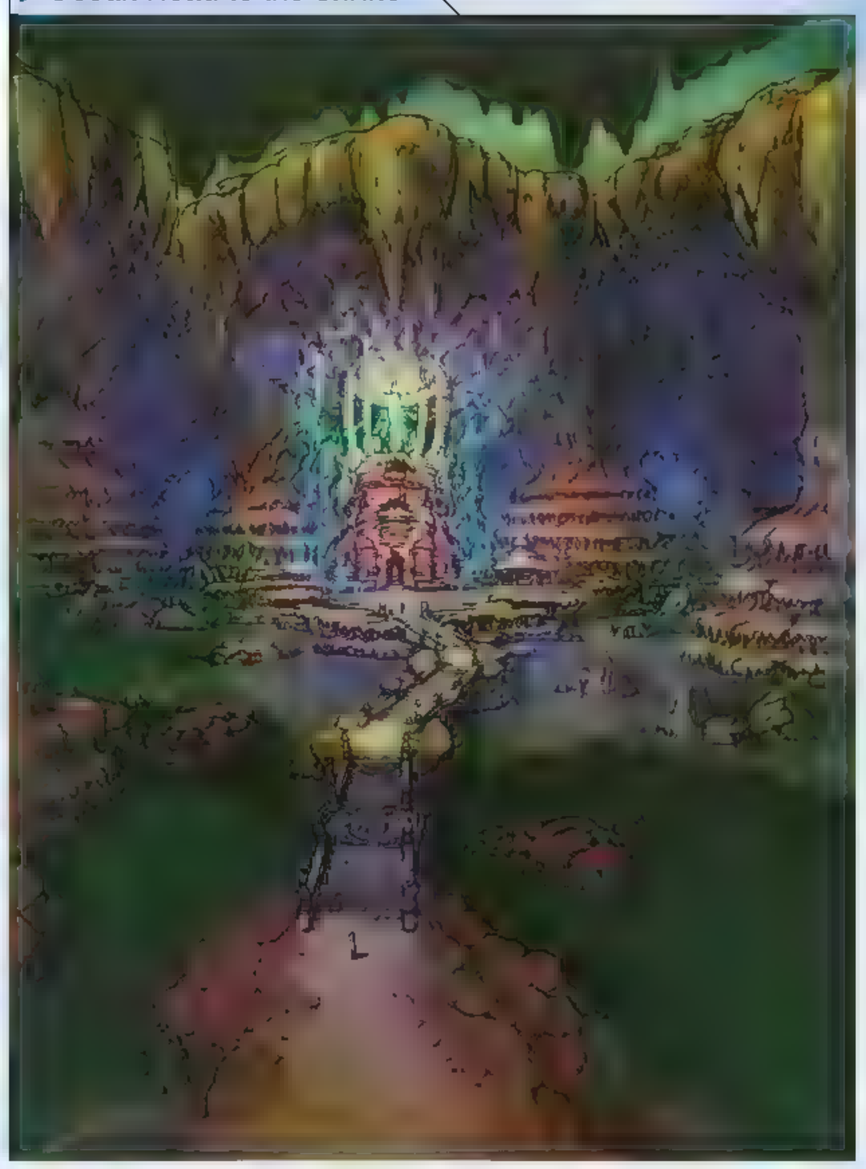
A region located to the south of central Spira. The Djose Highroad is known for the wind-eroded cliffs running through the coastlands. Many people visit the Djose Temple while traveling the highway, praying for a safe journey.



▶ Djose Temple



▶ Djose Temple (Rough Sketch)



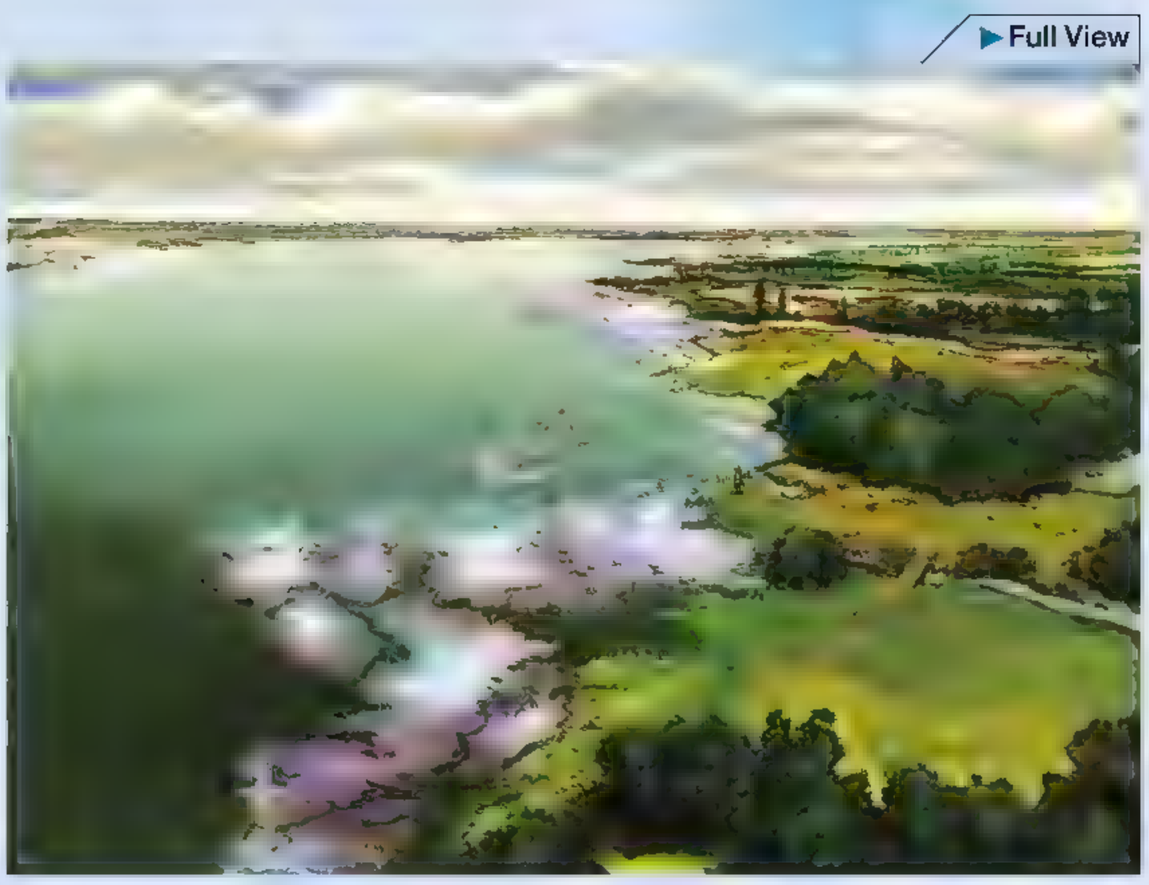
▶ Ocean Road to the Shrine



▶ Djose Temple—Great Hall

Moonflow

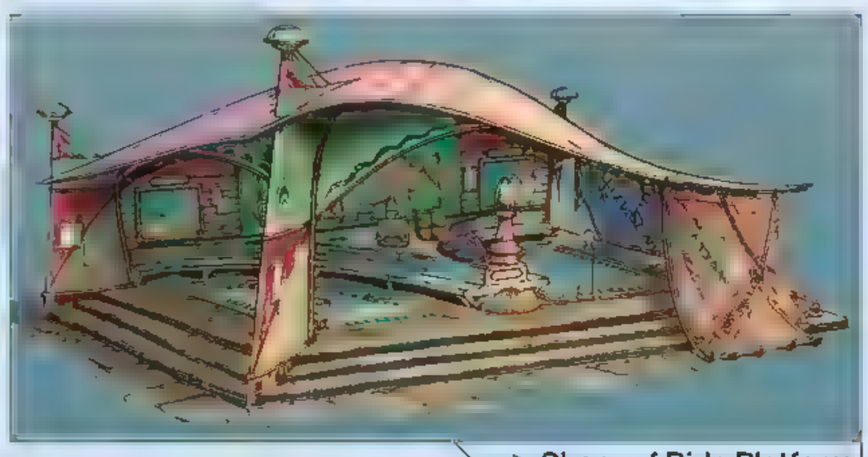
A large river that crosses the continent from north to south, filled with sunken ruins from a vanished era of technological civilization. When the purple moonlilies along the riverbank are in full bloom, they attract countless pyreflies during the night hours. The Hypello people ride domestic creatures known as shoopufs, ferrying passengers from one side of the river to the other.



▶ Full View



▶ Moonlilies



▶ Shoopuf Ride Platform

Guadosalam

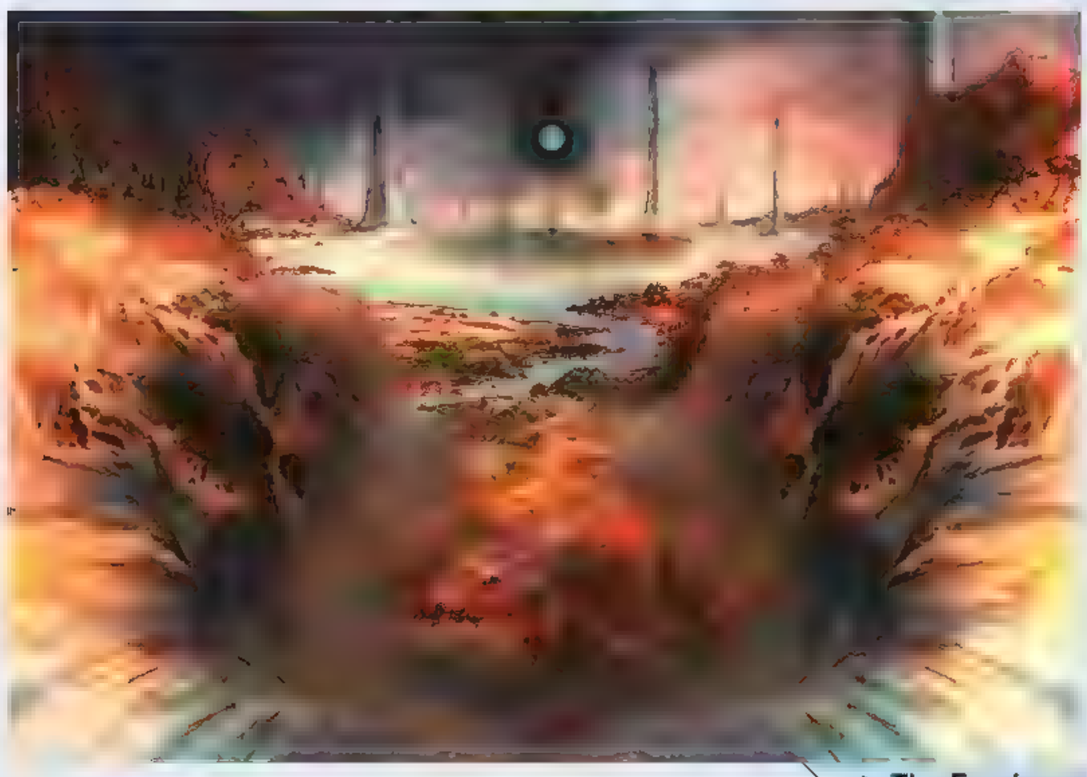
The city of the demihuman Guado people. Seymour's mansion is here, as is a mystical area replete with pyreflies that is known as the Farplane. Specters of the deceased appear in the Farplane when summoned by the living, resulting in many visitors who come to reunite with their loved ones.

▶ Entrance

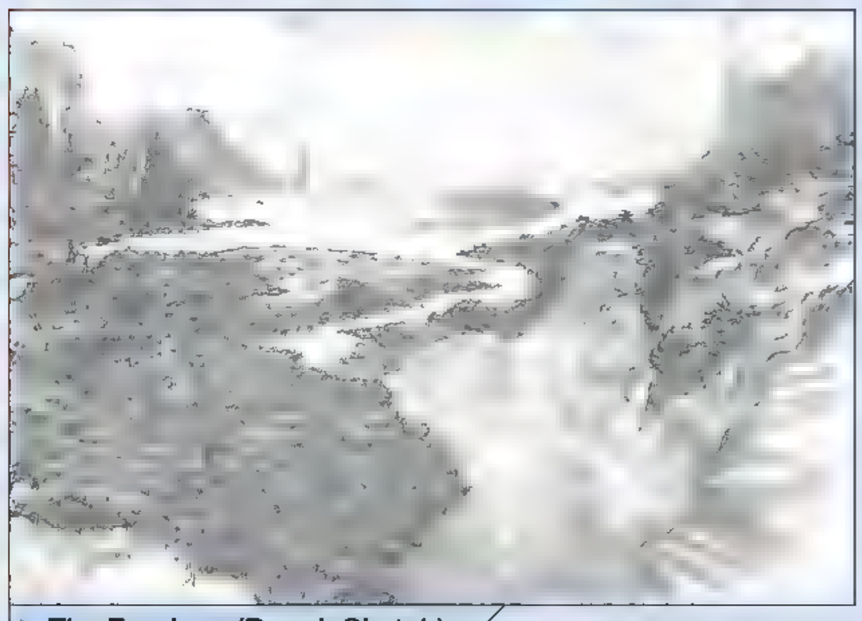


▶ Seymour's Mansion—Great Hall





▶ The Farplane



▶ The Farplane (Rough Sketch)

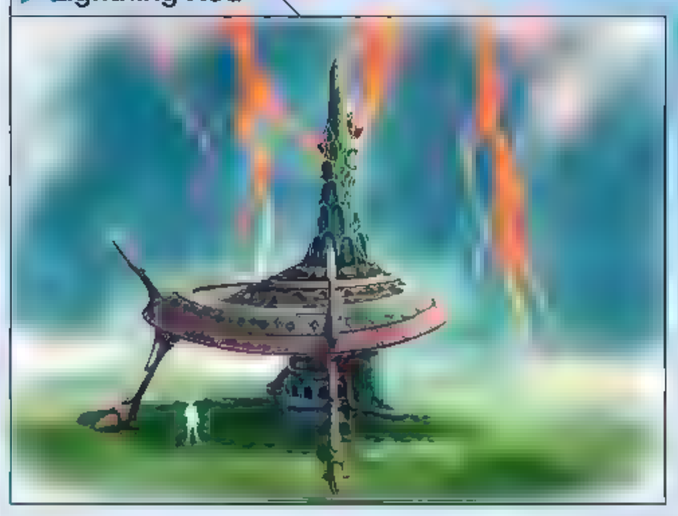
Thunder Plains

A dangerous wasteland where rain and lightning are constantly released from the dark clouds that blanket the sky. In the past, travelers often lost their lives to lightning strikes while crossing the Thunder Plains, until an Al Bhed named Bilghen installed lightning rods that greatly increased the odds of safe passage.

▶ Full View



▶ Lightning Rod



Memorable **Location**

Dodging Danger for a Fantastic Prize

On the Thunder Plains, the player is assaulted by lightning bolts every few seconds—but pressing a button with the correct timing will allow the player to dodge. Dodging several bolts in a row results in a reward, but two hundred consecutive dodges is a feat worthy of the ultimate prize. Focus is the key to this task, in which the shock of a slip-up while nearing the end is almost worse than the lightning bolt itself . . .



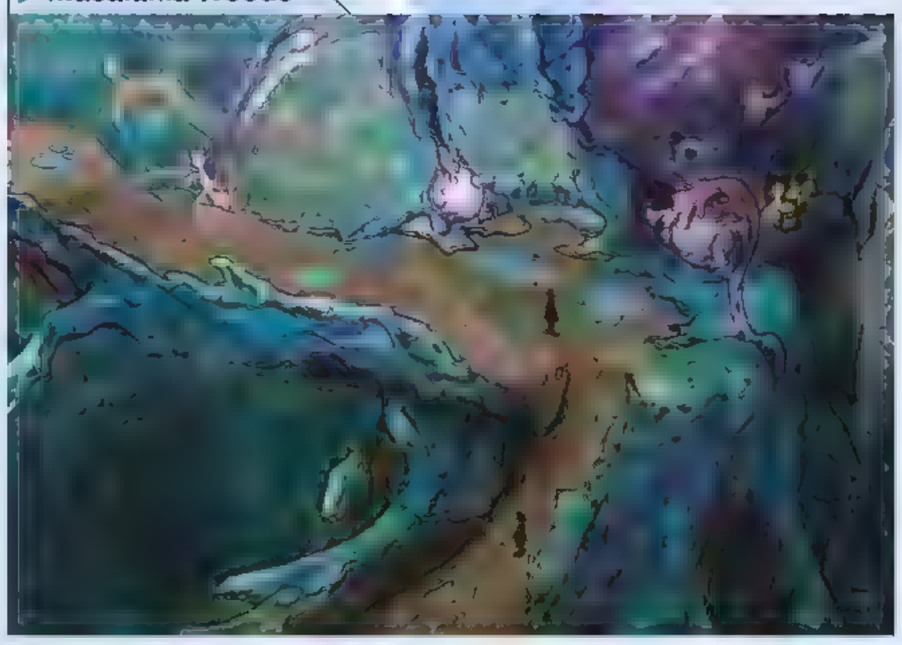
Macalania

A shimmering forest can be found in this region, as well as a lake frozen over by the fayth in the local temple. The Macalania Woods connect to Bevelle and the Calm Lands, and the sphere spring in the middle of the forest gushes water dense with pyreflies—the raw material used in spheres.

▶Sphere Spring

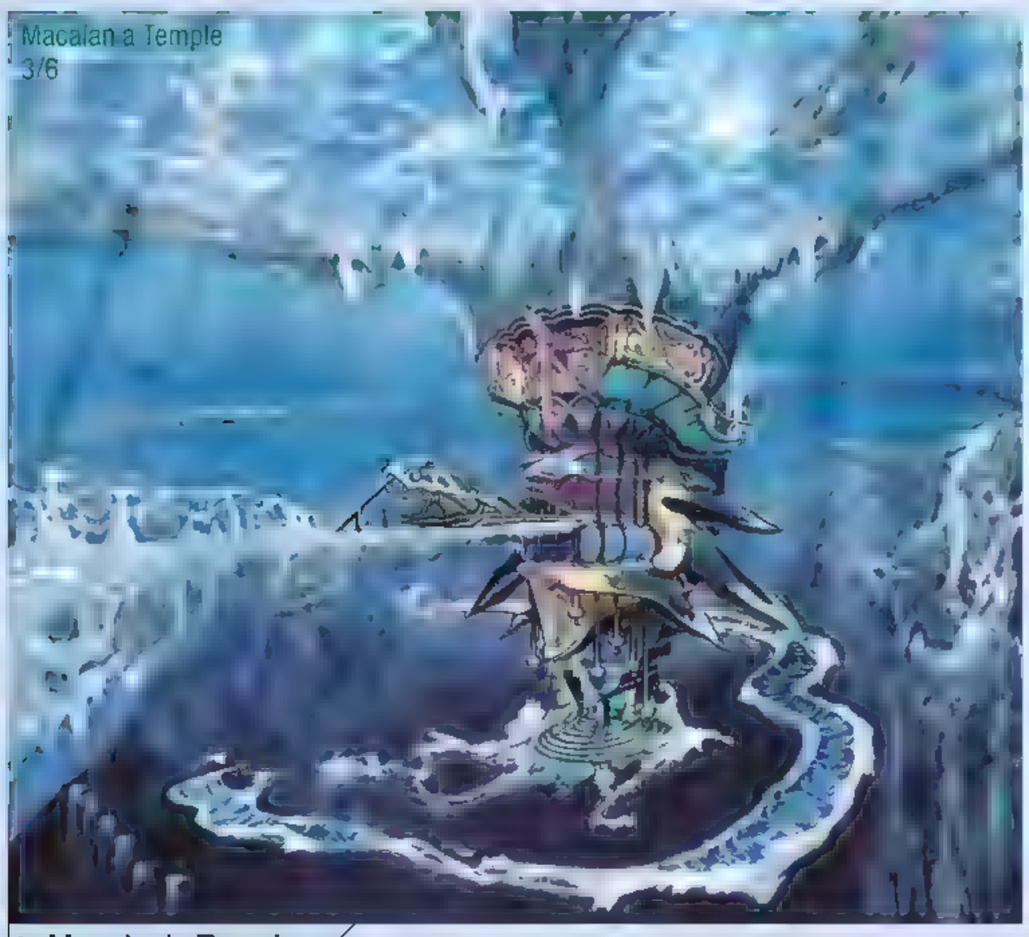


▶Macalania Woods



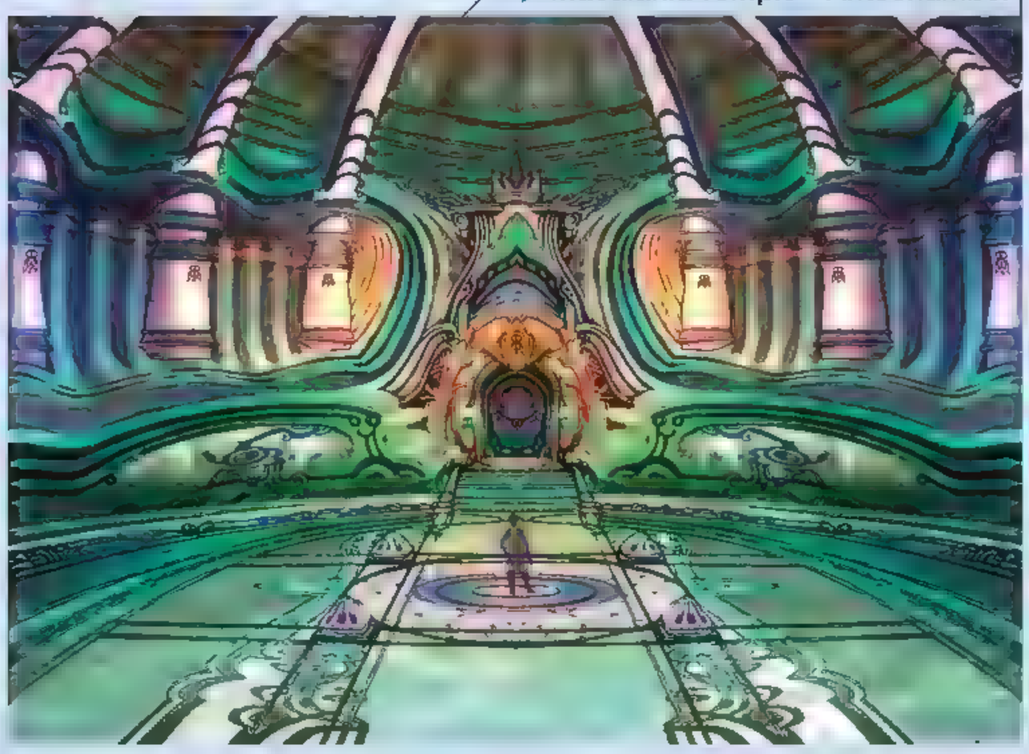


▶Lake Macalania



▶Macalania Temple

▶Macalania Temple—Antechamber

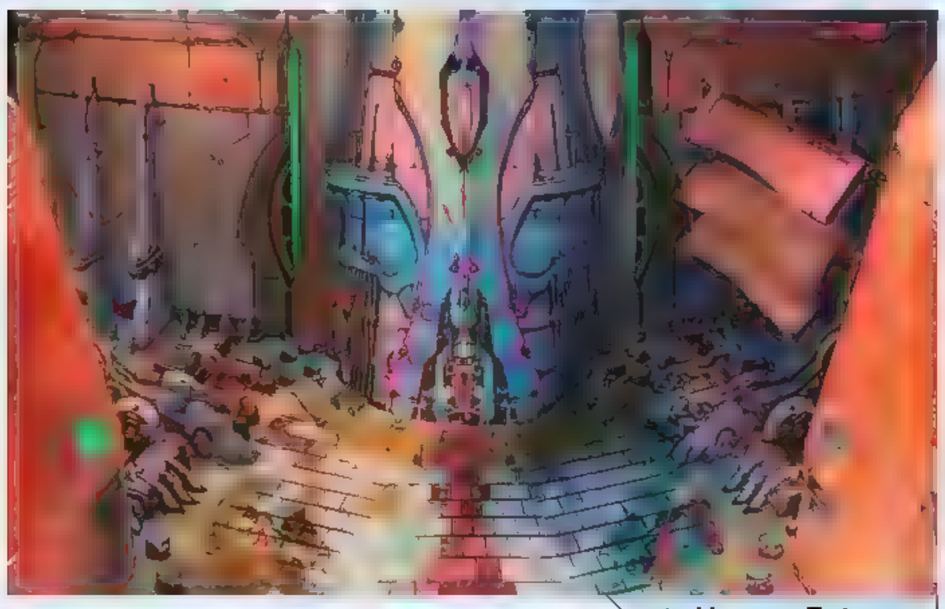


▶Sacred Spring



Bikanel Island

A large island to the west of the main continent, largely covered in desert. Due to a lack of visitors, the Al Bhed that had been persecuted by the temples of Yevon were able to establish the city of Home in secret. One corner of the island is home to Cactuars.



▶Home—Entrance

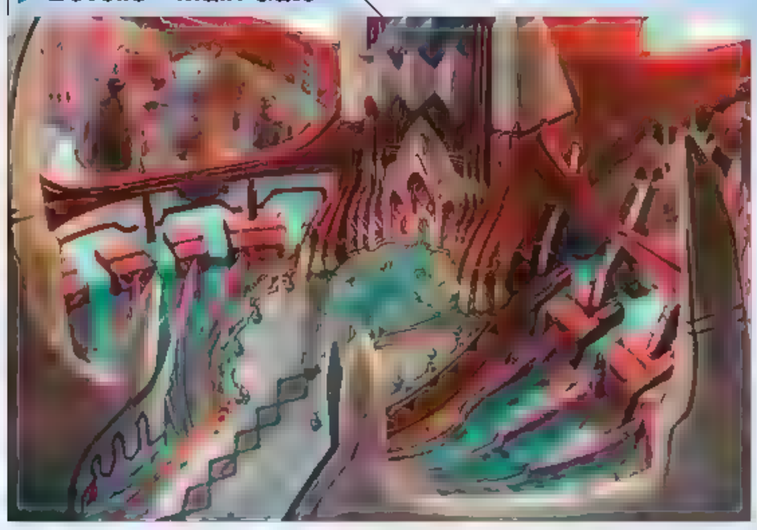
▶Al Bhed Home—Outward Appearance



Bevelle

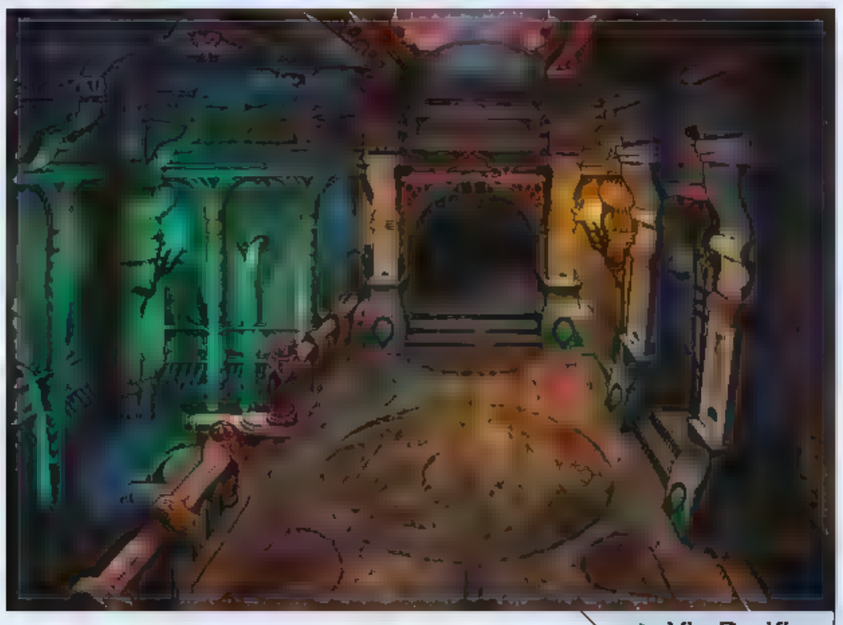
The largest city in all of Spira, Bevelle is the cradle of Yevon's teachings, and the head temple of Yevon sits proudly in the middle of the city. The city's defenses are strict. No one can enter without passing over the Highbridge.

▶Bevelle—Main Gate

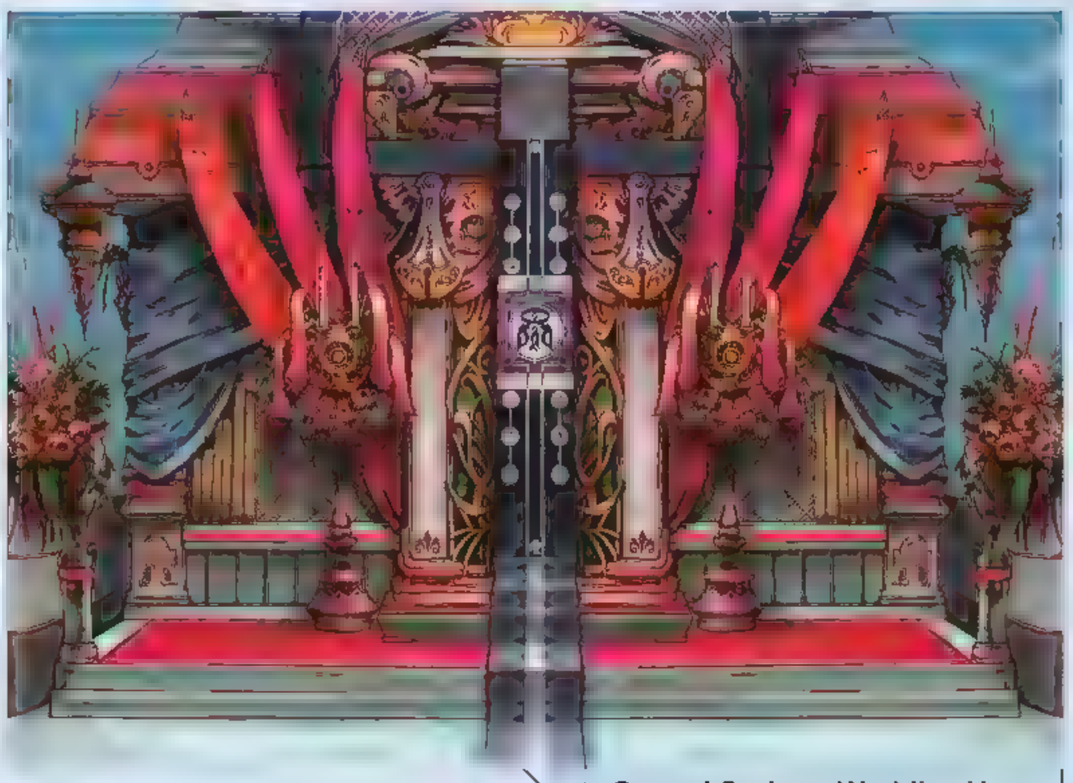


▶Full View



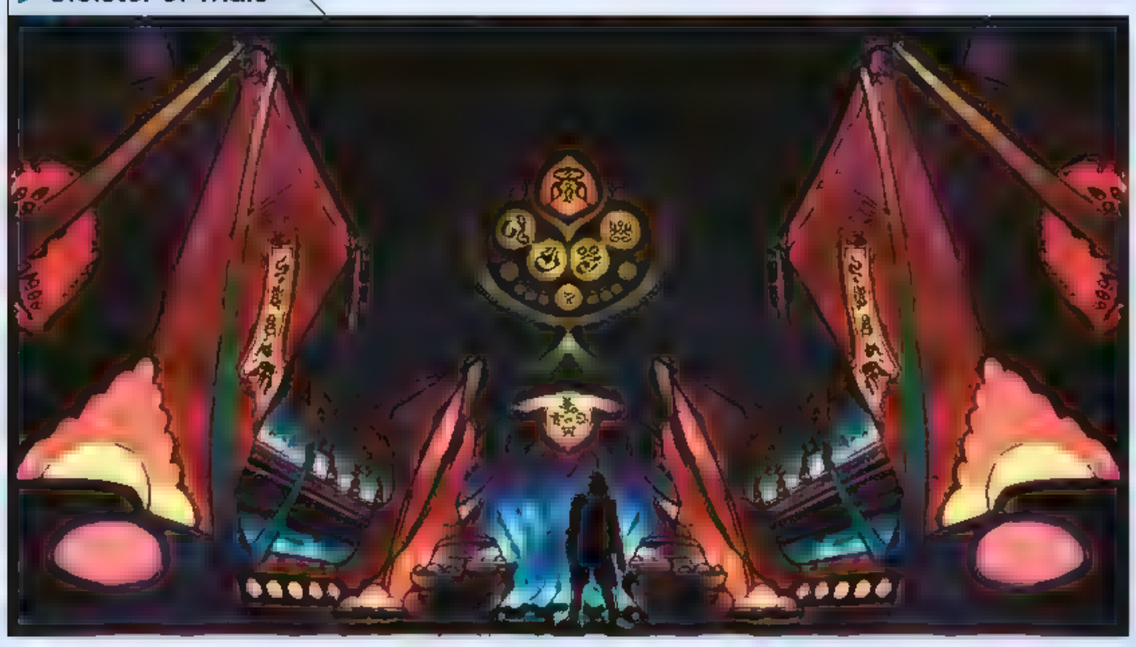


▶Via Purifico

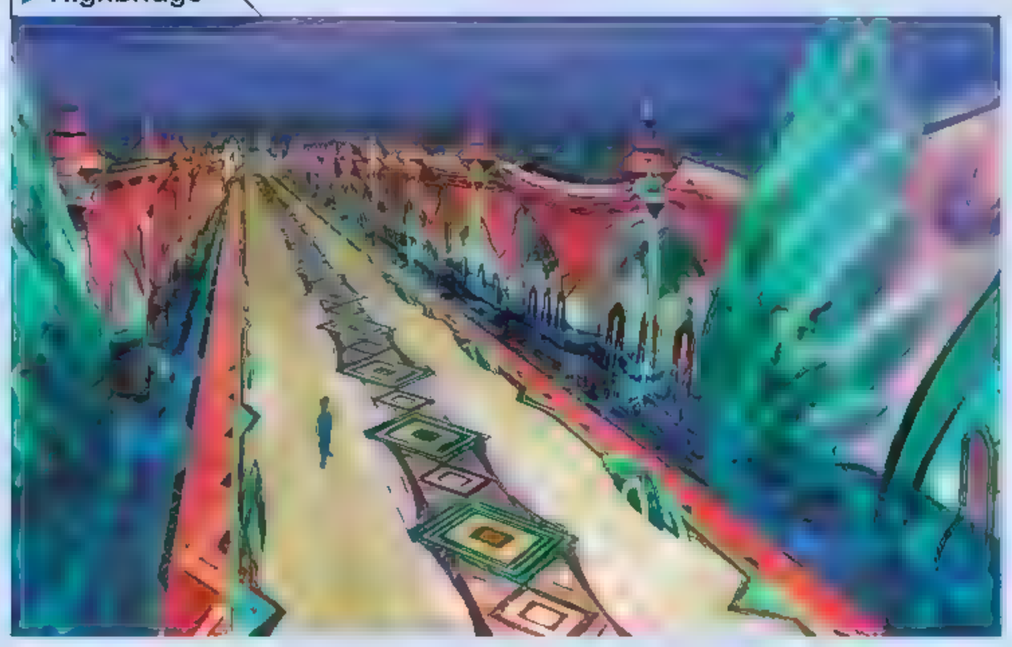


▶Sacred Spring—Wedding Venue

▶Cloister of Trials



▶Highbridge

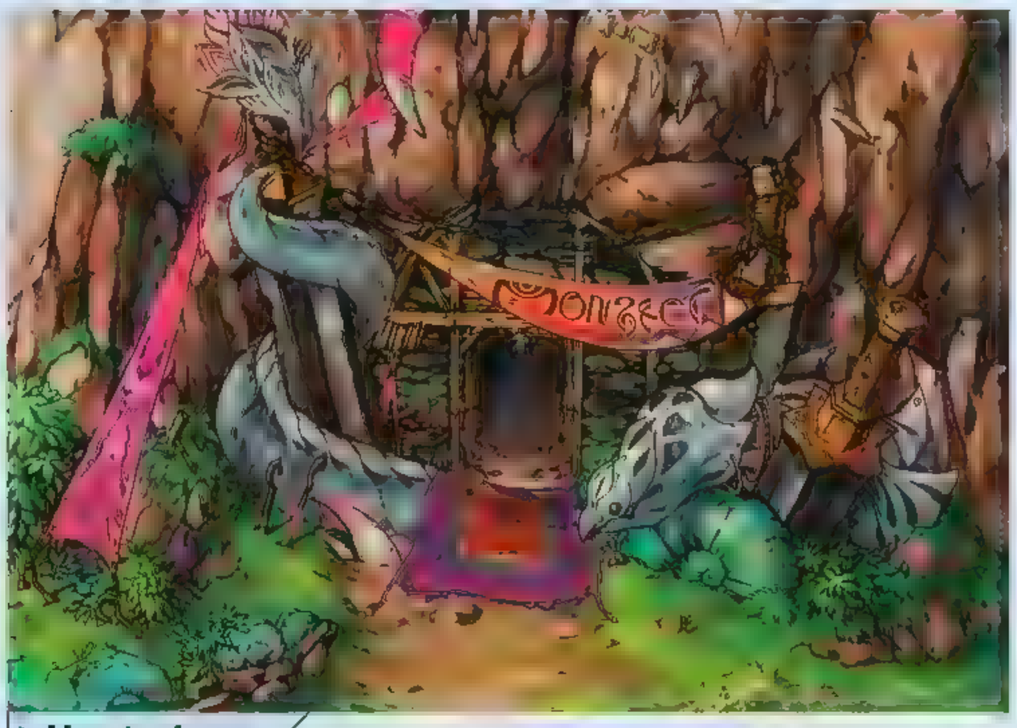


Calm Lands

The plain where high summoners across multiple generations challenged Sin in order to bring about the temporary peace of Calms. To the east is a monster training facility for Crusaders established by the hero Mi'ihen, while to the north lies the Cavern of the Stolen Fayth.

▶Valley—Scar





▶Monster Arena



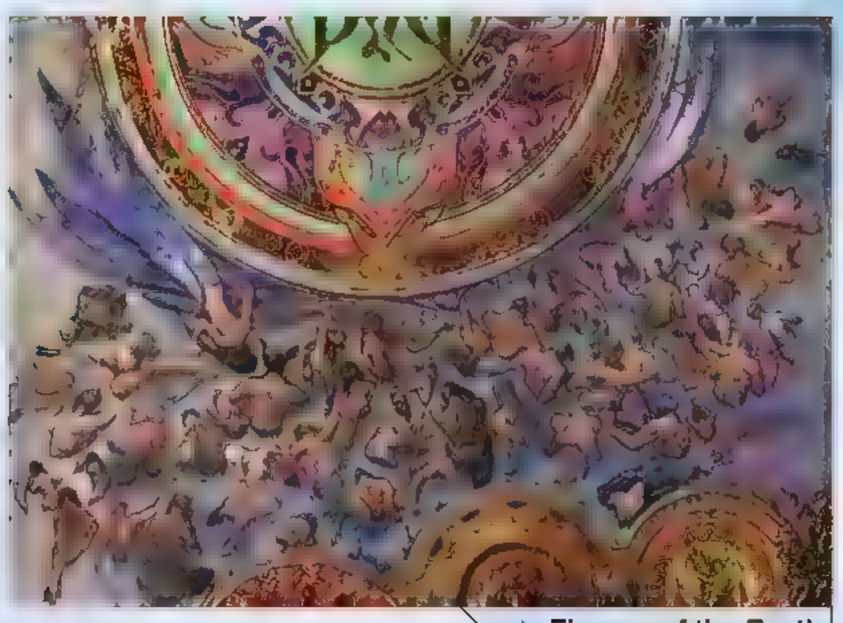
▶Plains

▶Cavern of the Stolen Fayth



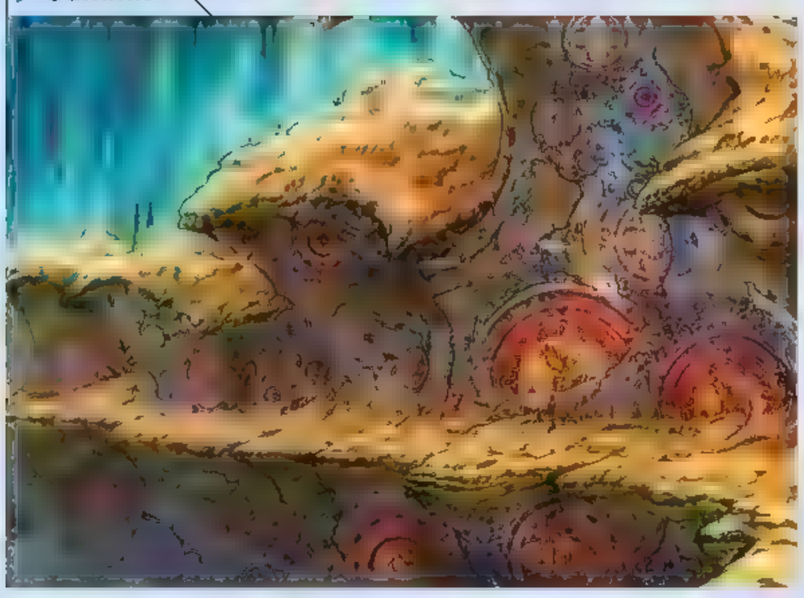
Mt. Gagazet

A sacred mountain in the north of Spira, protected by the Ronso tribe. Harsh blizzards sweep the snowy mountain trail, sapping the strength of anyone brave enough to walk its path. Figures of the fayth, used to summon Dream Zanarkand, line the summit cliffs.



▶Figures of the Fayth

▶Summit



▶Full View

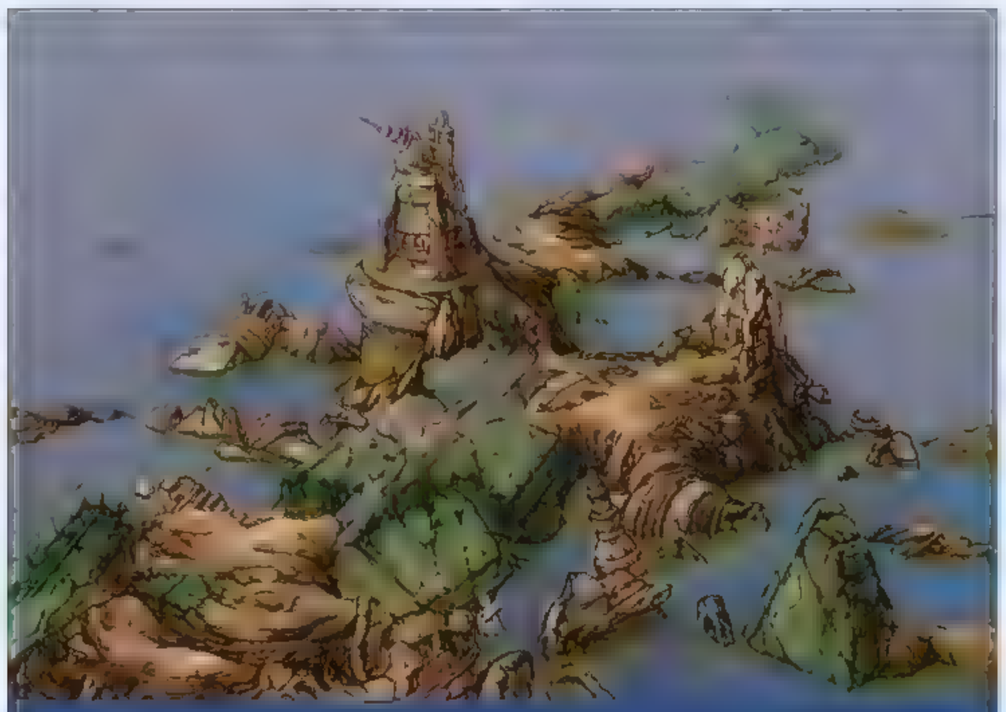


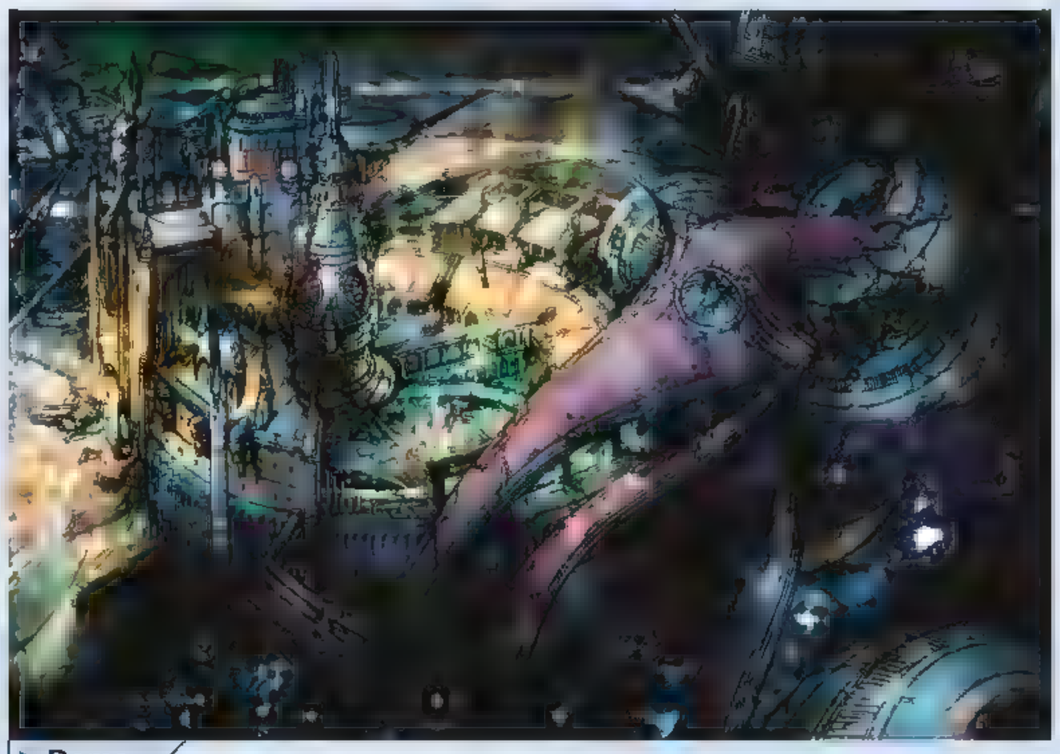
Zanarkand Ruins

The relics of a city destroyed a thousand years ago, located in the northernmost tip of the continent. The fayth of the Final Summoning rests here, offering the ability to defeat Sin. Hopeful summoners treat the ruins as their final destination on their pilgrimages.



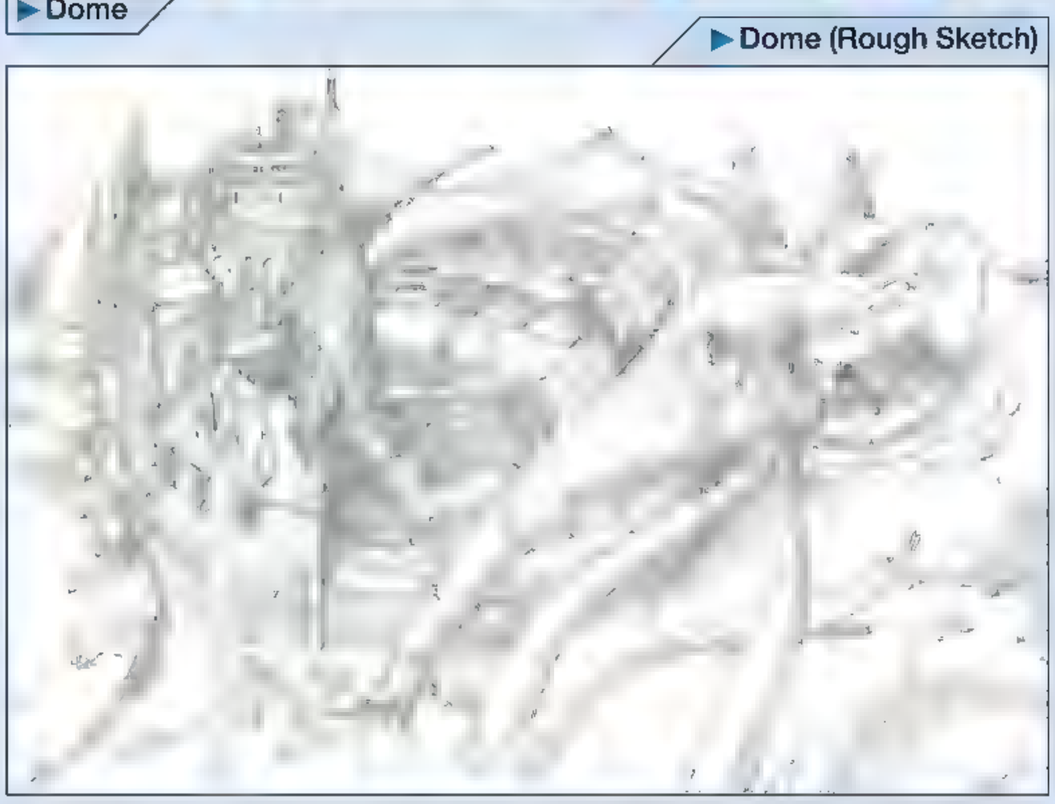
▶ Ruin Elevation

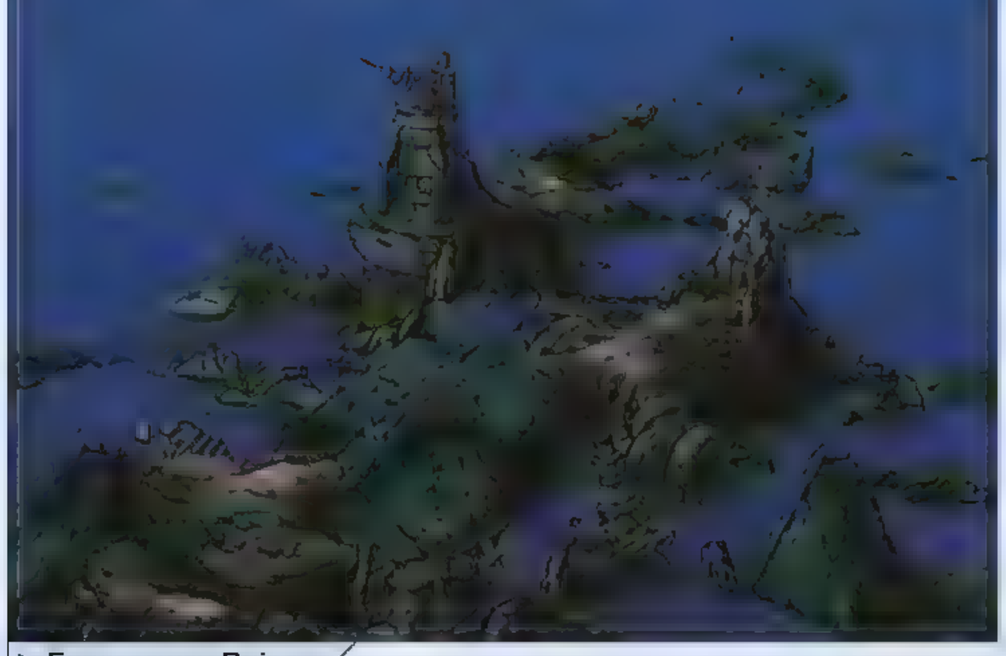




▶ Dome

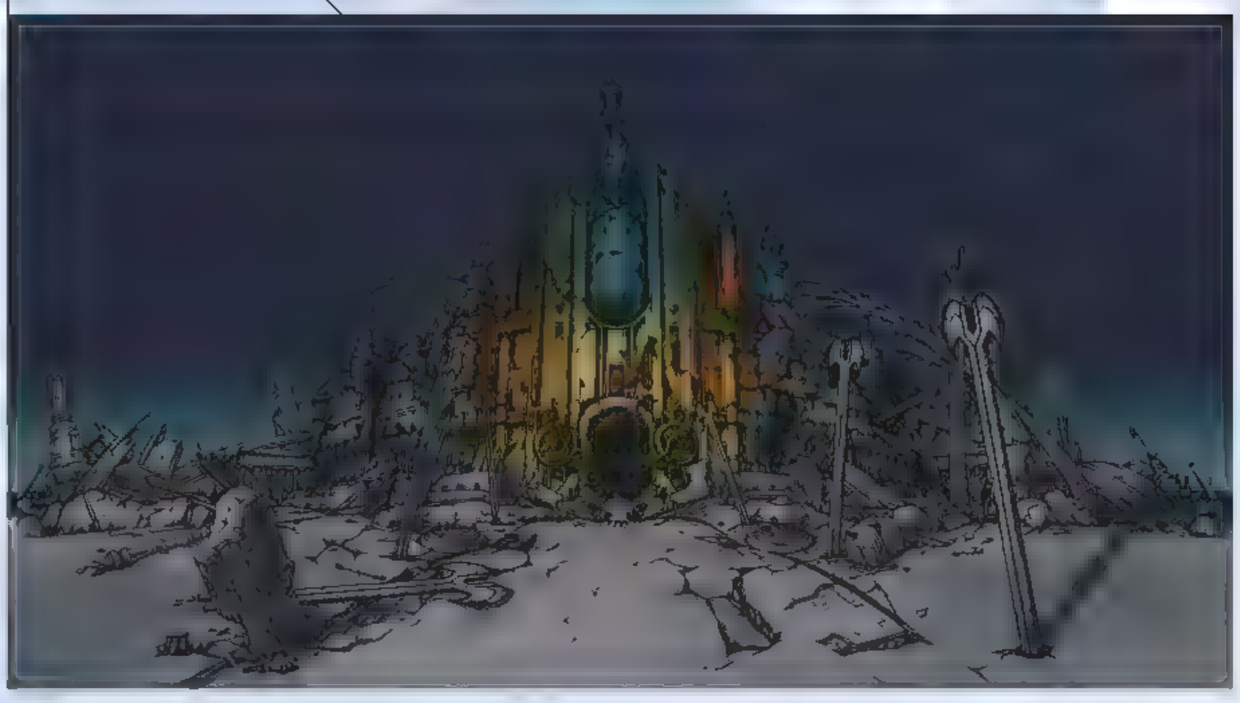
▶ Dome (Rough Sketch)





▶ Expressway Ruins

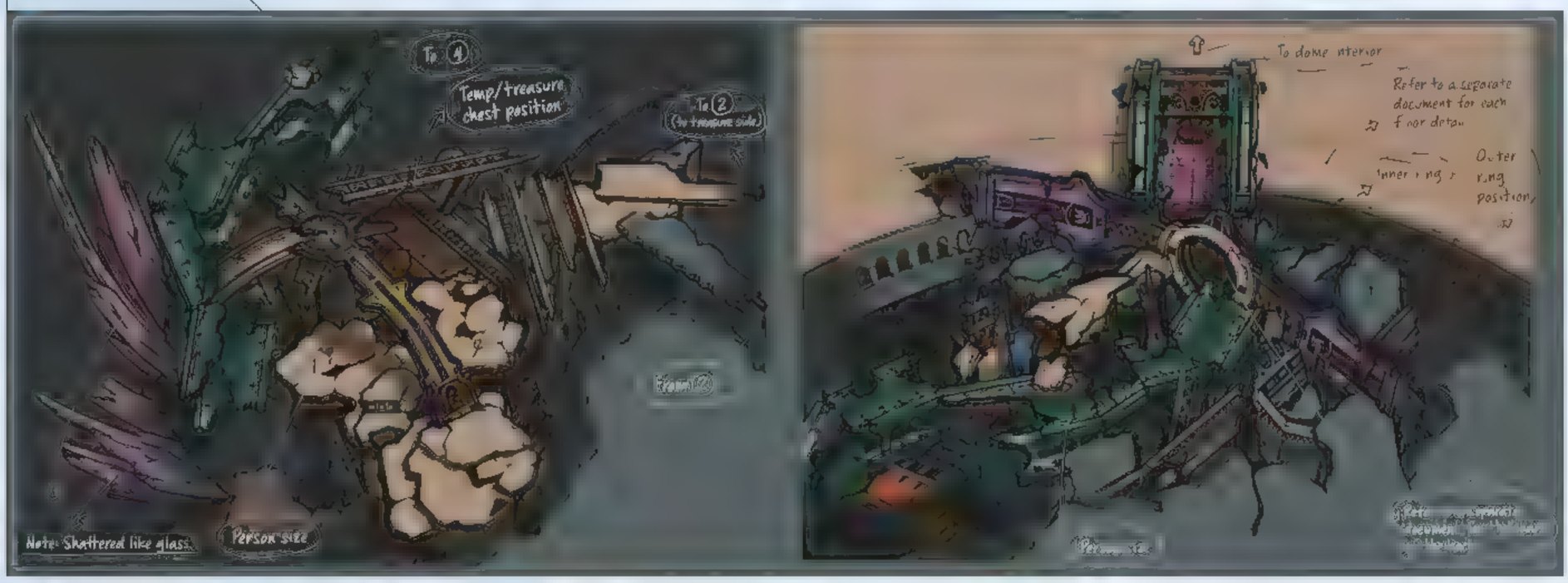
▶ Dome—Entrance

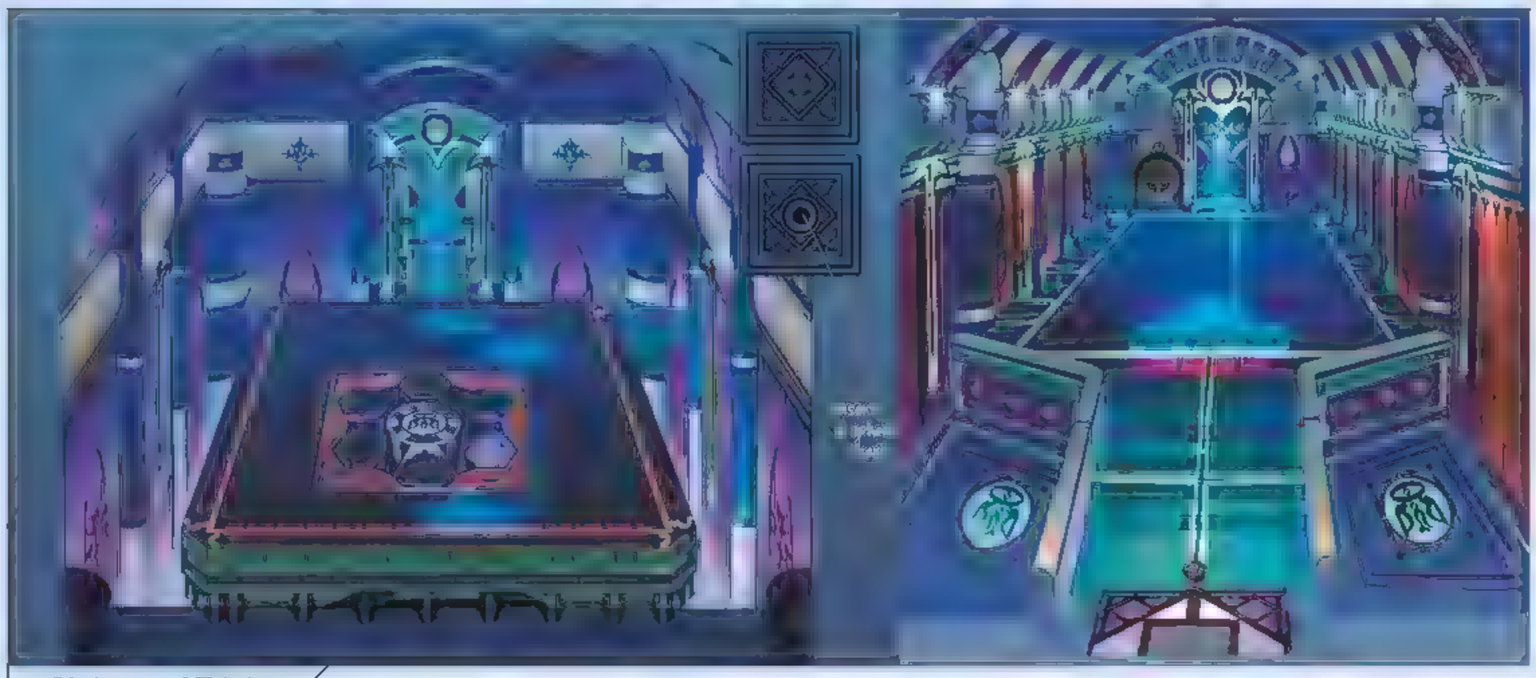


▶ Dome Seals



▶ Dome—Interior





▶ Cloister of Trials

▶ Spectral Keeper Battlefield

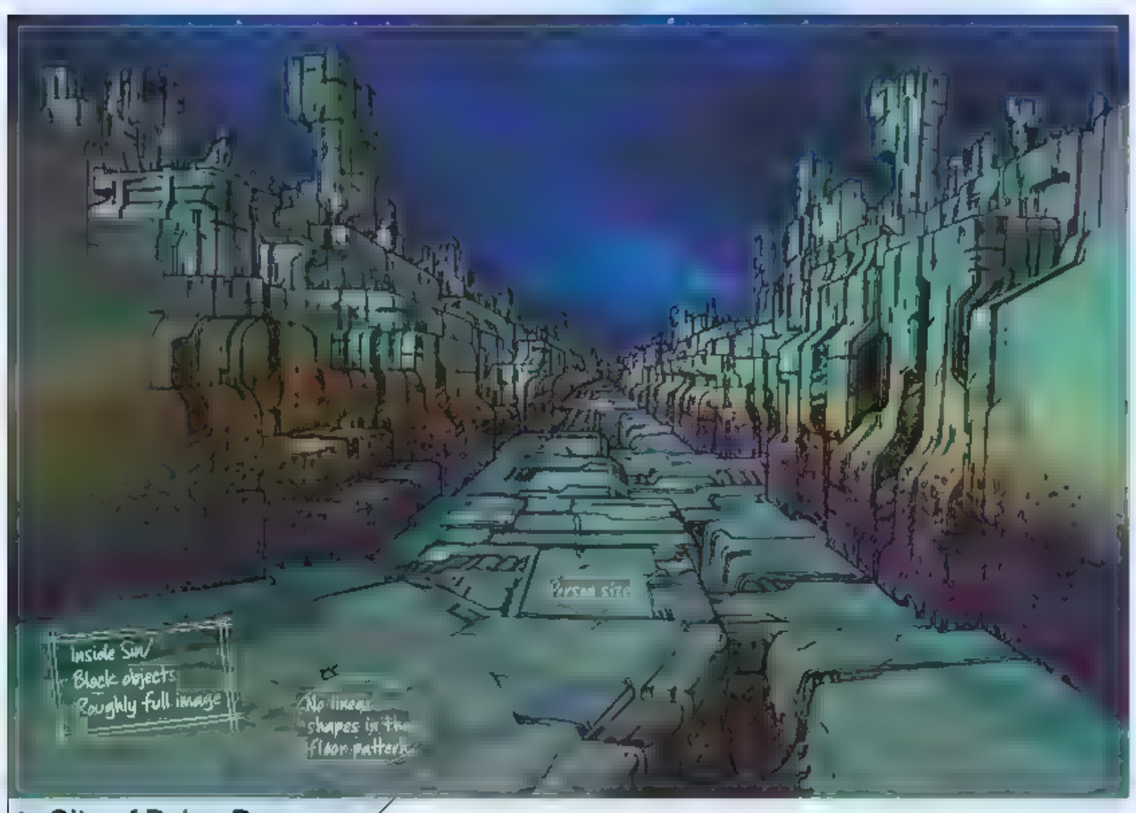


▶ Dome—Great Hall



Inside Sin

A mysterious space overflowing with pyreflies that unfolds within Sin's massive body. The existence of realms resembling Dream Zanarkand and a blitzball stadium are reflections of Jecht's memories influencing Sin.

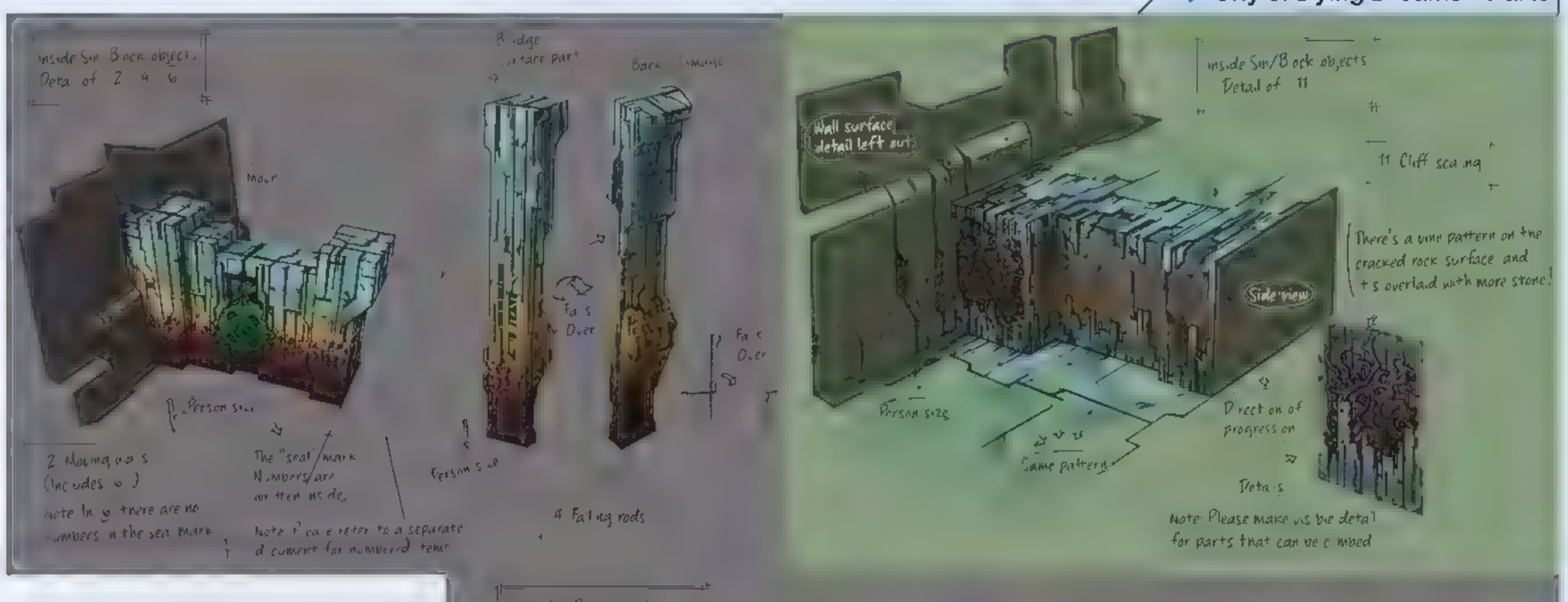


▶ City of Dying Dreams



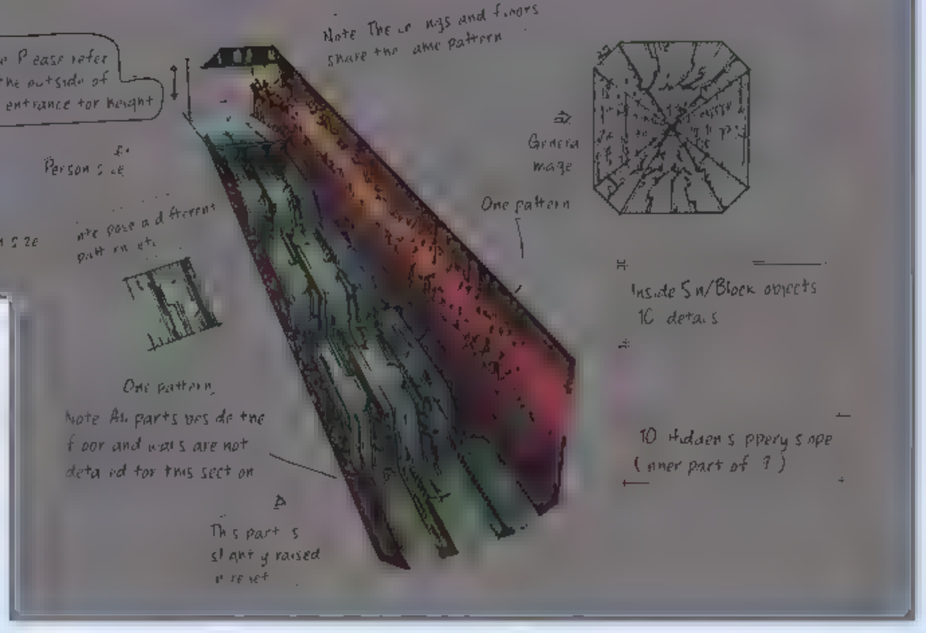
▶ Distorted Space Image Art

▶ City of Dying Dreams—Parts



▶ Dream's End—Full View





▶ Dream's End—Central Part

FINAL FANTASY X
ファイナルファンタジーX

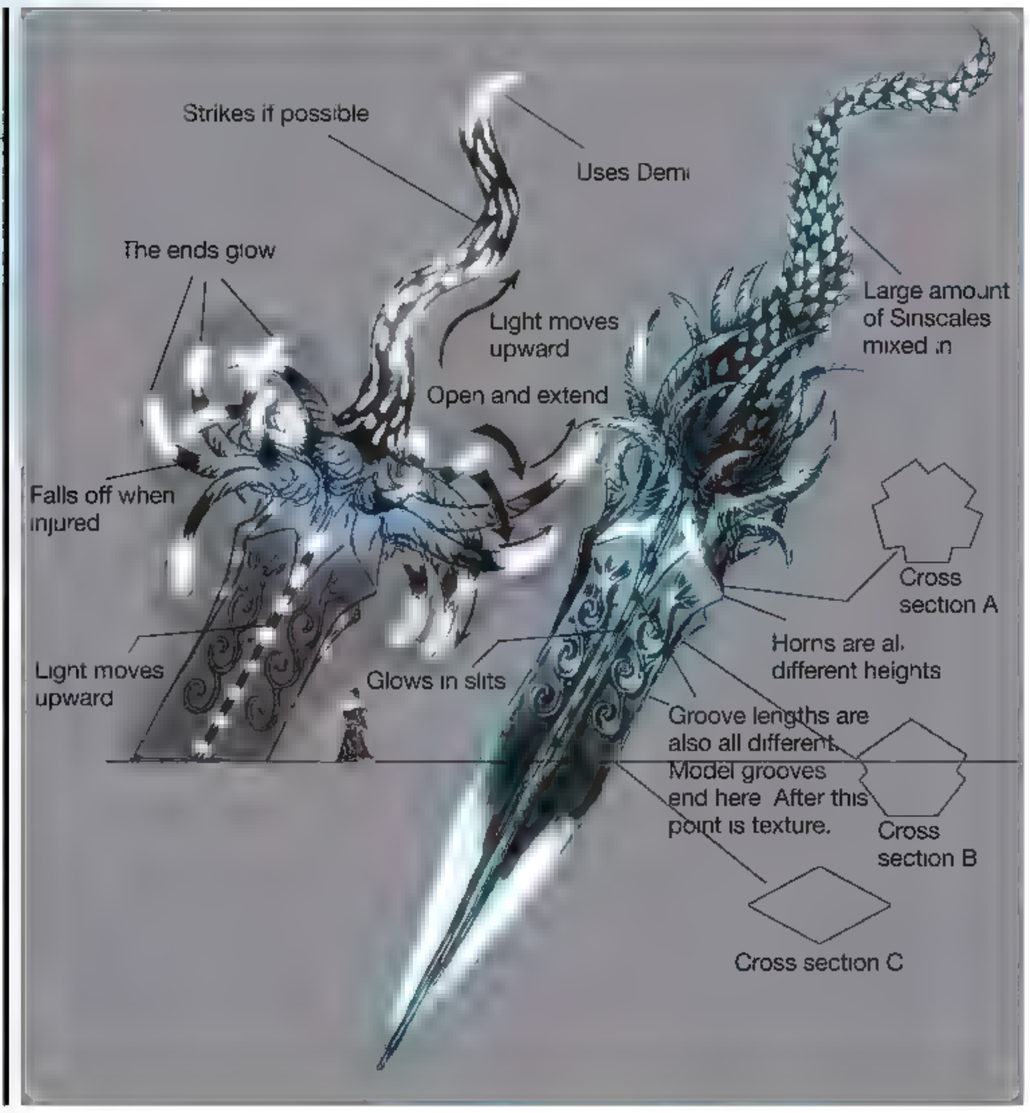
MONSTERS

Sinspawn Ammes

シンのコケラ：エムズ [Shin no Kokera: Emuzu]



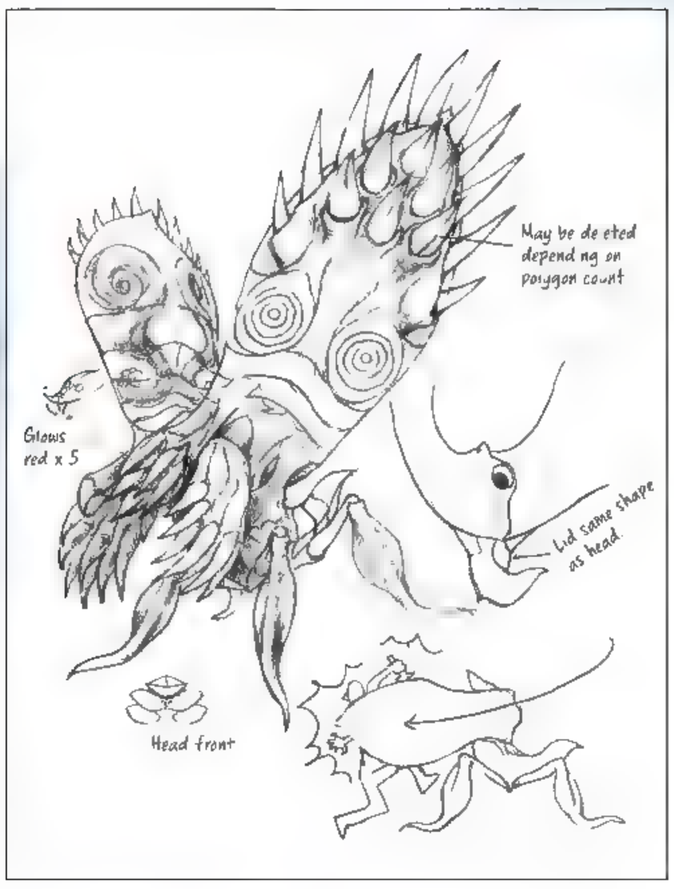
Originally part of Sin's body, this fiend is shaped like a massive dagger. The glow of its tentacles and the cross sections of each part are described in detail.



Sinscale

コケラくず [Kokera-kuzu]







Piranha

ピラニア [Pirania]





Tros

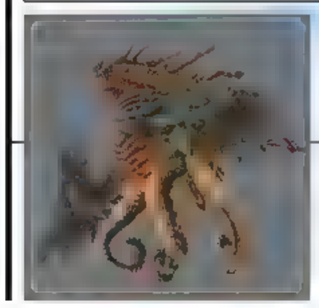
トロス [Torosu]





Geosgaeno

ジオスゲイノ [Jiosugeino]



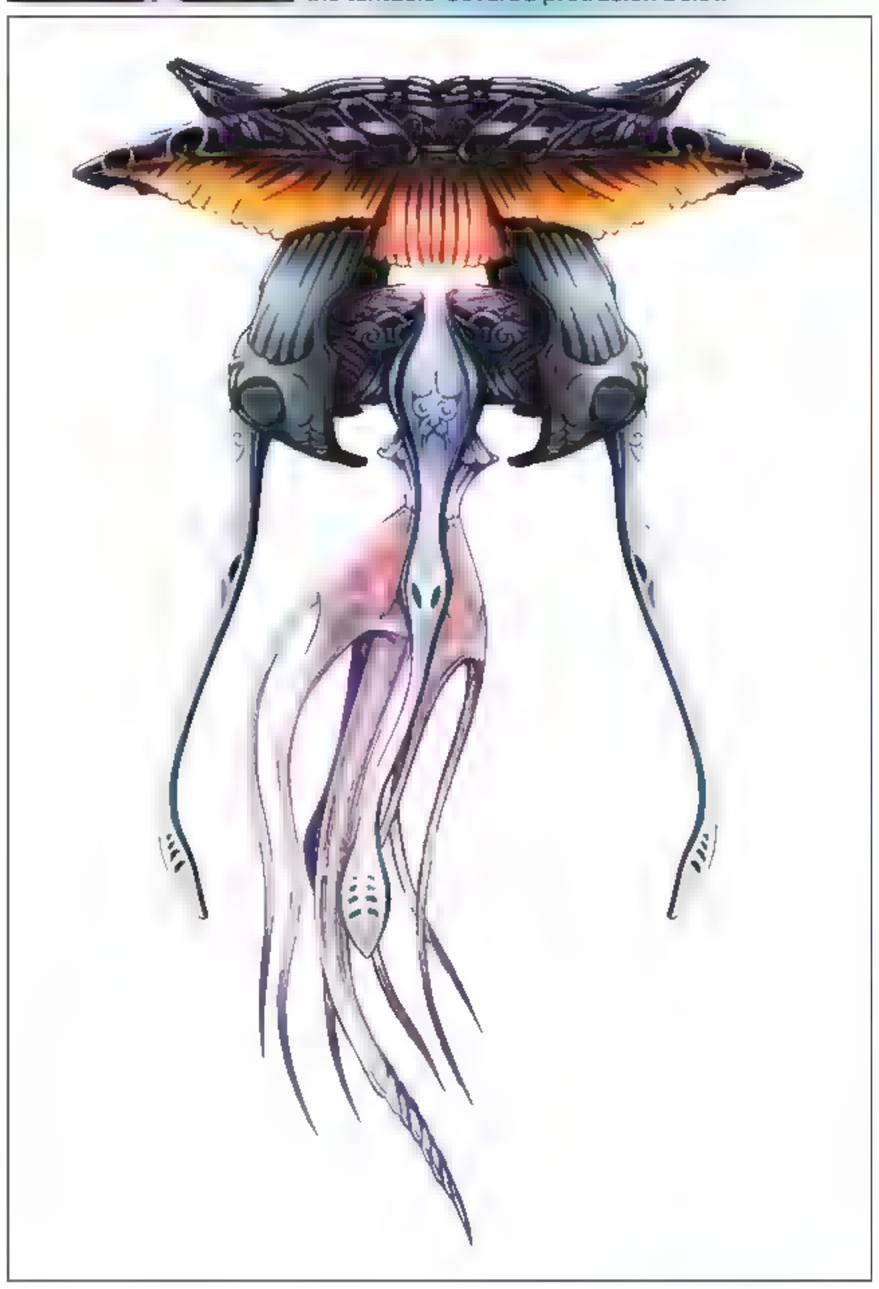
A fiend living in the Submerged Ruins. The grid-shaped part on its stomach displays the prey that it sucks up. It is big enough to hold a grown human with room to spare.



Sinspawn Echuilles

シンのコケラ：エキュウ [Shin no Kokera: Ekyū]

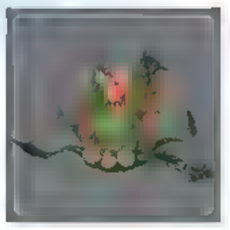
A fiend morphed from a part of Sin's body. The gray belt-like arm extending from the upper mass bears the same mass of the tentacle-covered protrusion below

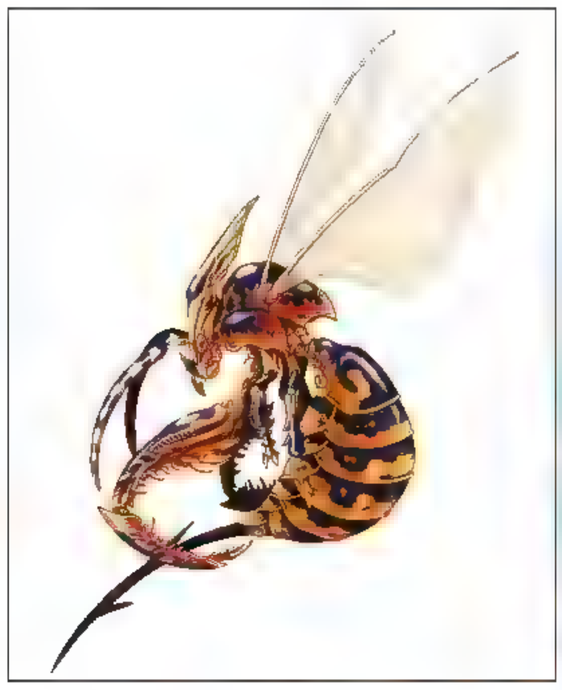




Ragora

バルサム [Barusamu]





Killer Bee

キラービー [Kirābī]



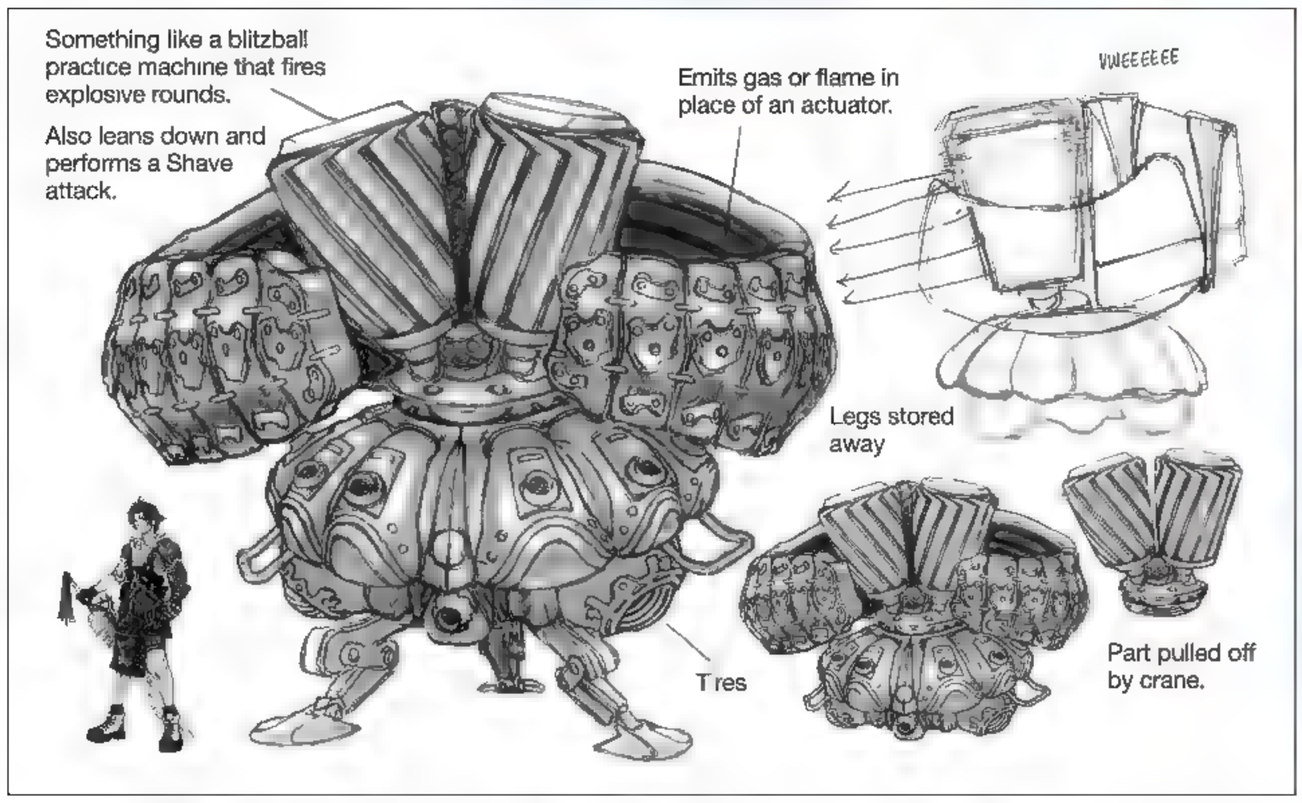


Sinspawn Geneaux

シンのコケラ：グノウ [Shin no Kokera: Gunou]

A plant-type fiend left behind by Sin. The dome-shaped figure at upper left represents the shape it assumes when the shell closes. Reducing its HP will cause its shell to open







Oblitzerator

アルベドシューター [Arubedoshūtā]

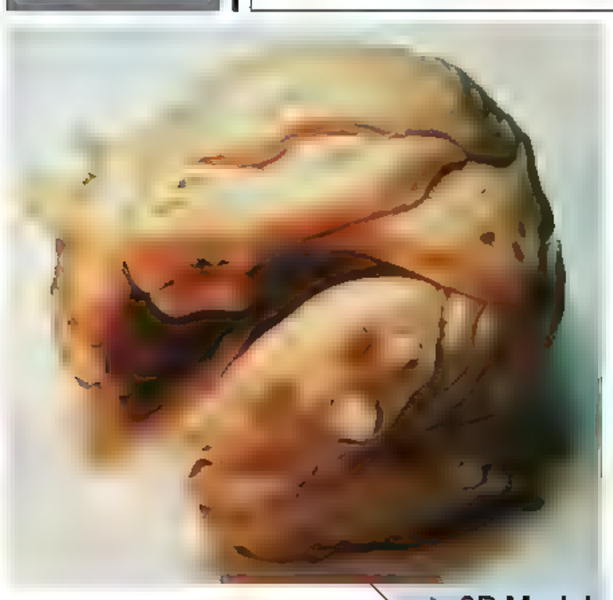
A machina used by the Al Bhed blitzball team for training. In the final game it doesn't spout gas or fire and instead shoots balls in its attacks.

Raldo

ラルド [Rarudo]





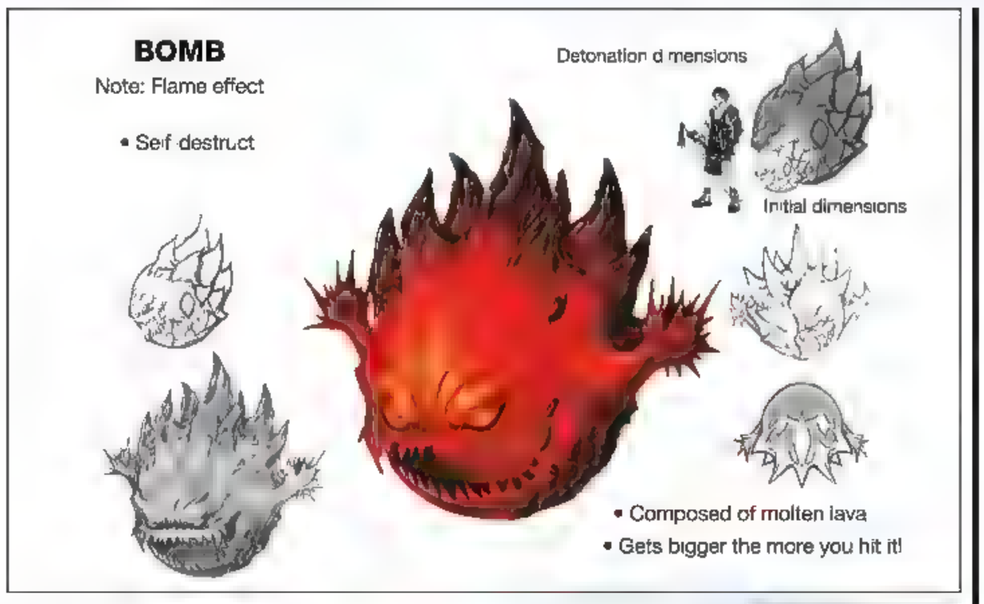


▶3D Model

Bomb

ボム [Bomu]



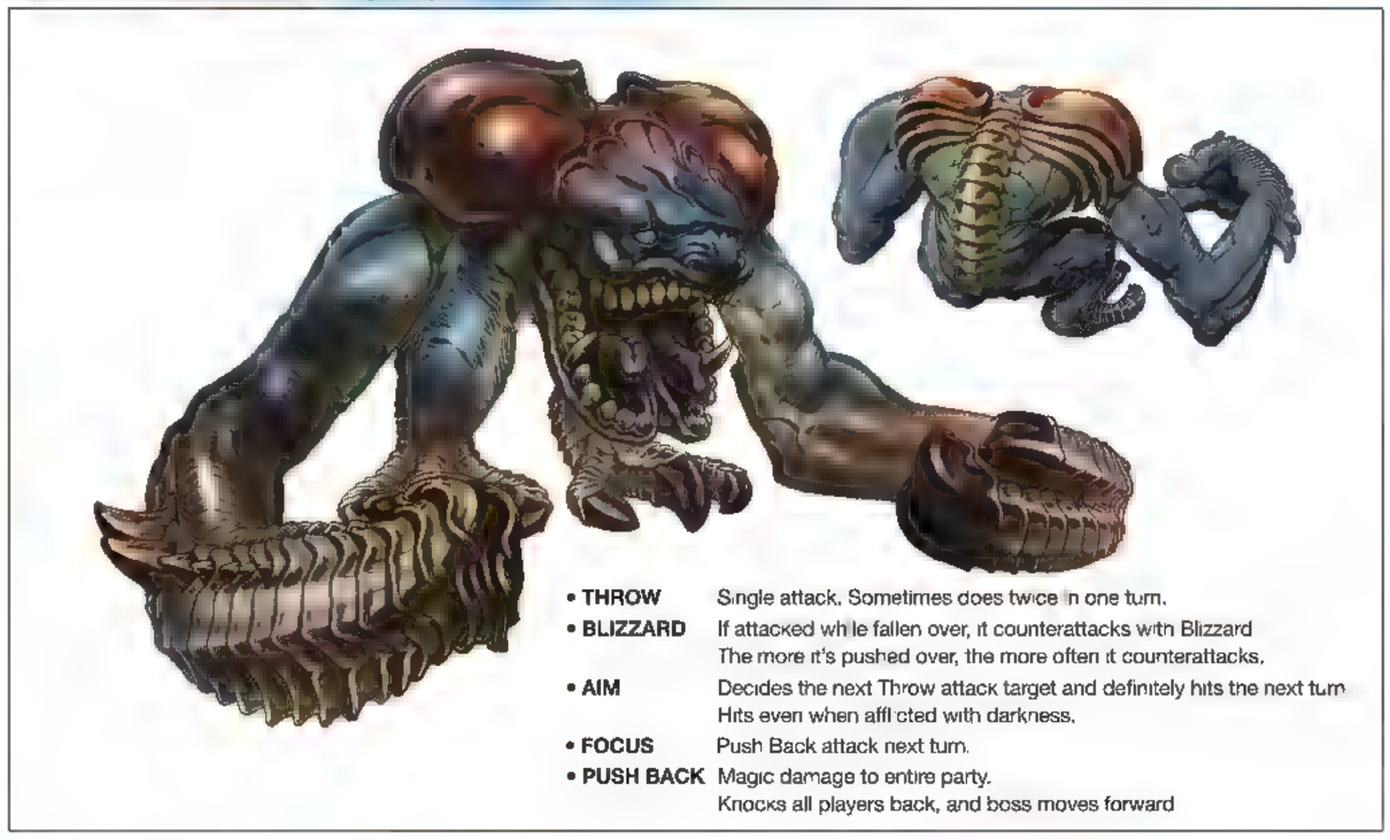


Chocobo Eater

チョコボイーター [Chokoboītā]



A gangly monster that preys on chocobos. The model sheet includes ideas about the creature's actions, with everything (aside from Focus) ultimately adopted into the actual battle



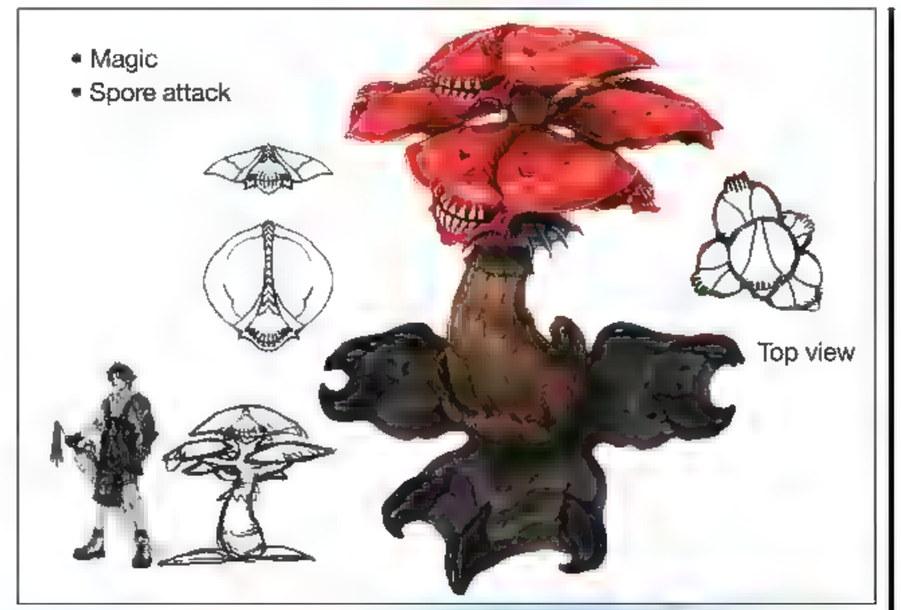
- **THROW** Single attack. Sometimes does twice in one turn.
- **BLIZZARD** If attacked while fallen over, it counterattacks with Blizzard. The more it's pushed over, the more often it counterattacks.
- **AIM** Decides the next Throw attack target and definitely hits the next turn. Hits even when afflicted with darkness.
- **FOCUS** Push Back attack next turn.
- **PUSH BACK** Magic damage to entire party. Knocks all players back, and boss moves forward

Memorable **Feature**

Between a Rock and a Hard Place

The party fights the Chocobo Eater with a cliff at their backs, and each side drives the other back with every attack. HP isn't everything in this shoving battle, where it's a long way down for the loser . . .





Funguar

フンゴオンゴ [Fungoongo]



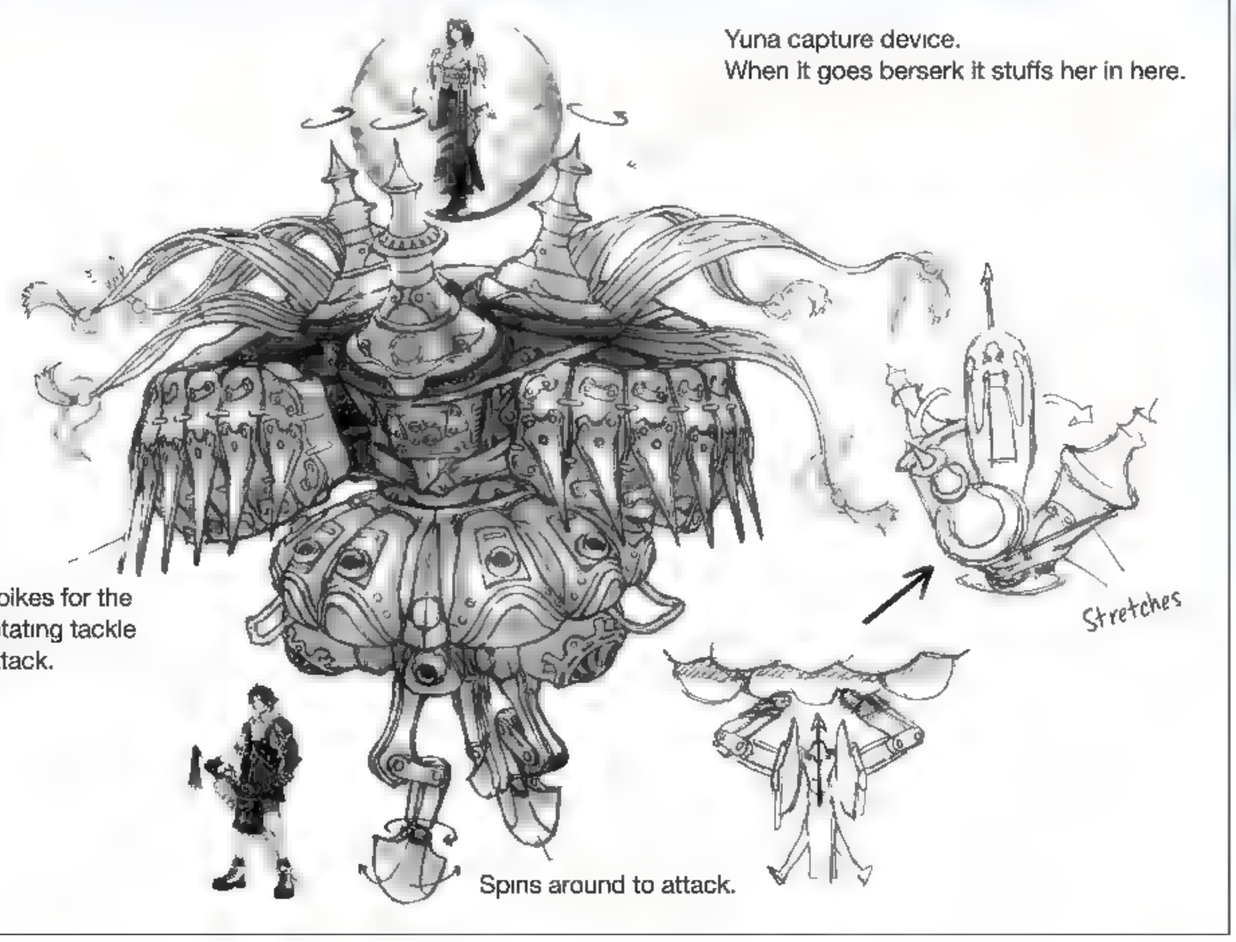




Sinspawn Gui

シンのコケラ：ギイ [Shin no Kokera: Gī]

A form assumed when several Sinspawn fuse together. The red head and the main body attack, while the massive arms at the sides guard against counterattack





Extractor

アルベドキャプチャー [Arubedokyapuchā]

Similar to the Oblitzerator, this Al Bhed machina was designed to move underwater for the purpose of capturing summoners. An aperture on the bottom of its fuselage is intended for use in this abduction.

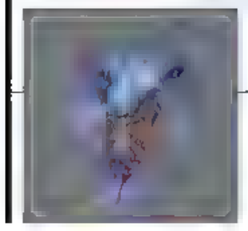


Iron Giant

鉄巨人 [Tetsukyojin]

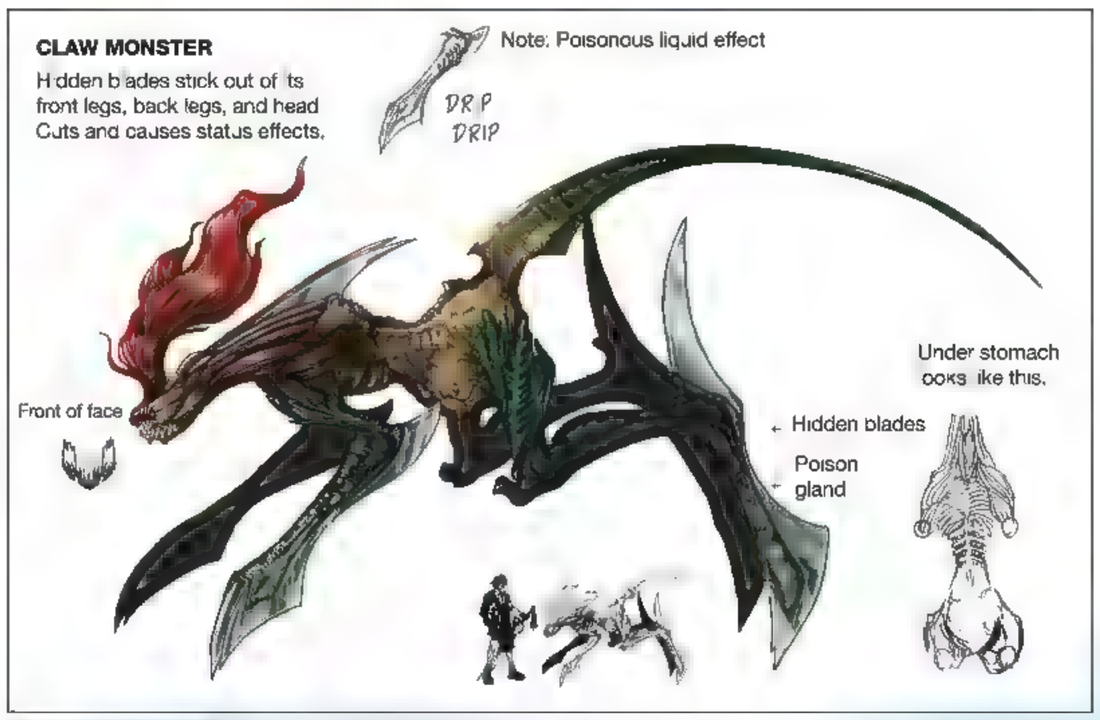






Larva

ラルヴァ [Raruva]

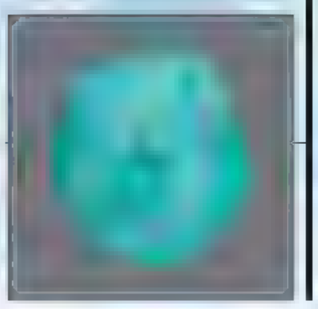




Xiphos

クーシポス [Kūshiposu]

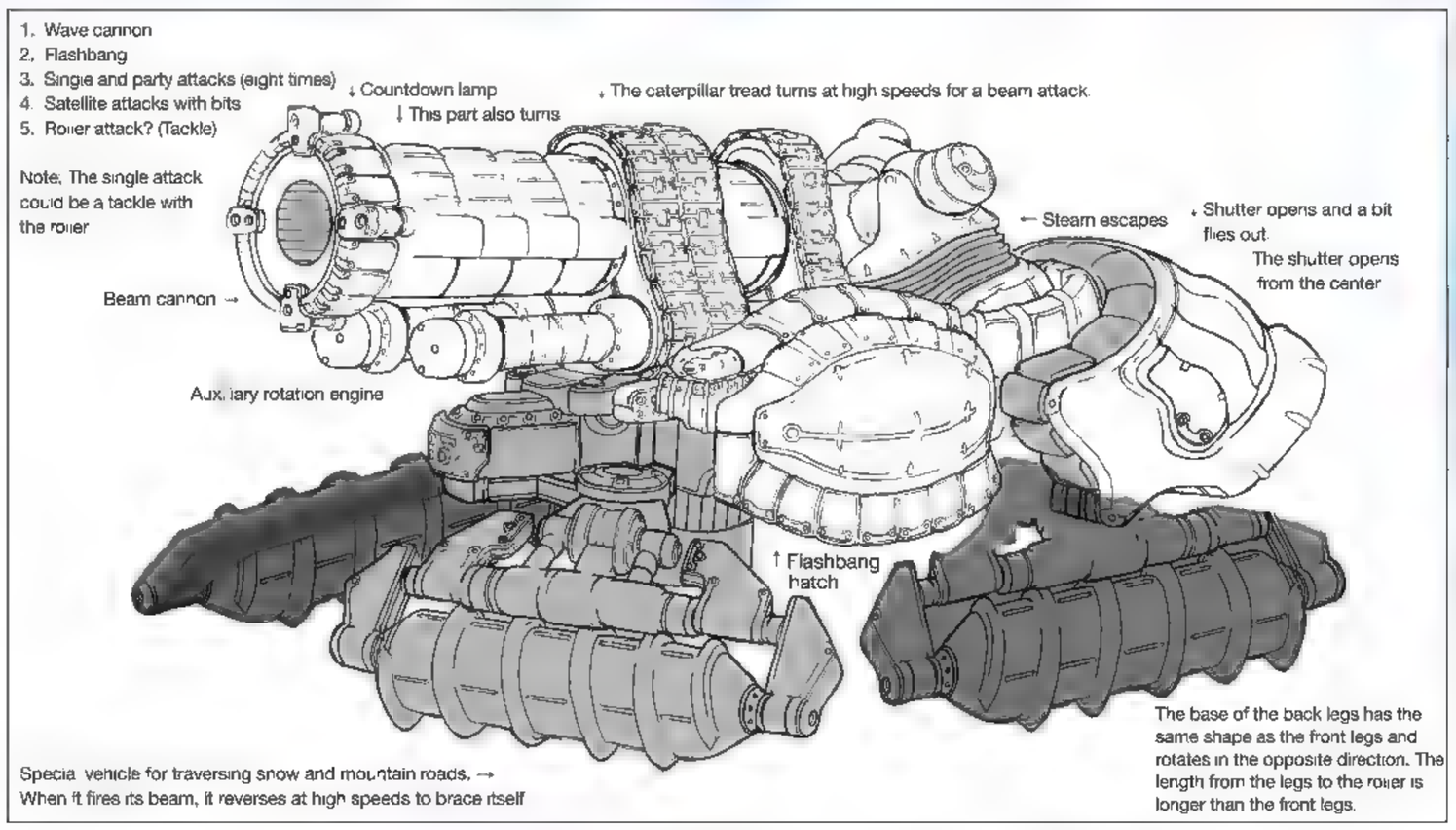


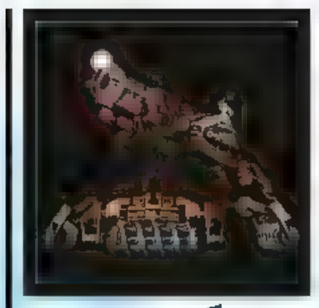


Spherimorph

スフィアマナージュ [Sufiamanāju]

A fiend formed from strong thoughts that coalesce inside water saturated with pyreflies. A size of five meters is written here, but the creature appears slightly larger in battle.

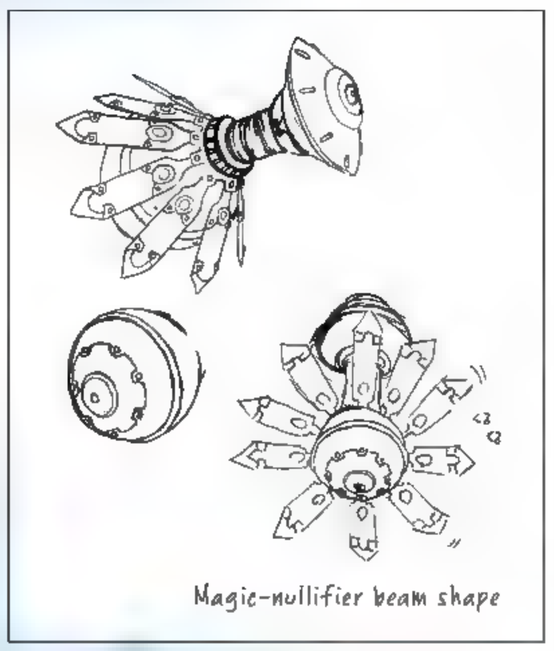




Crawler

アルベドガンナー [Arubedogan'nā]

A massive Al Bhed machina equipped with a beam cannon and a Gatling gun. Roller-based tackle and flash grenade attacks were considered during the planning stage.



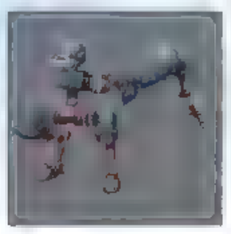
Negator

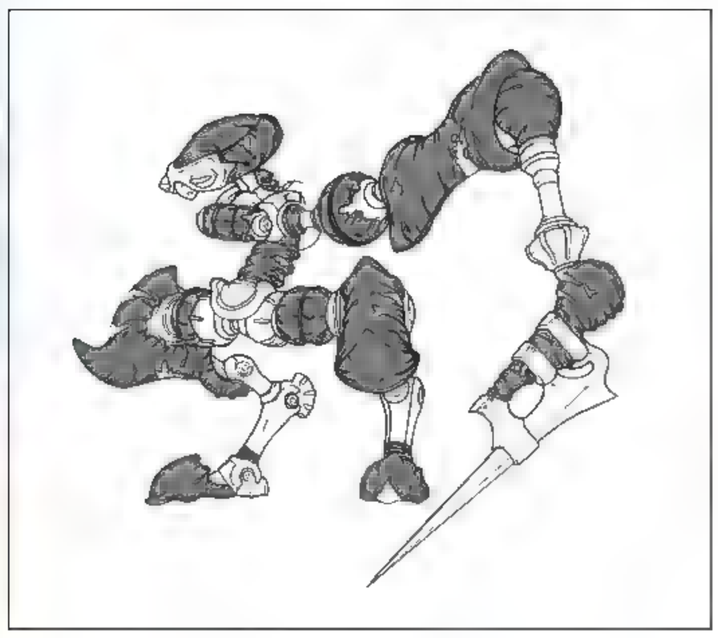
アルベドシーラー [Arubedoshīrā]



Mech Guard

オートガーダー [Ōtogādā]





Memorable **Feature**

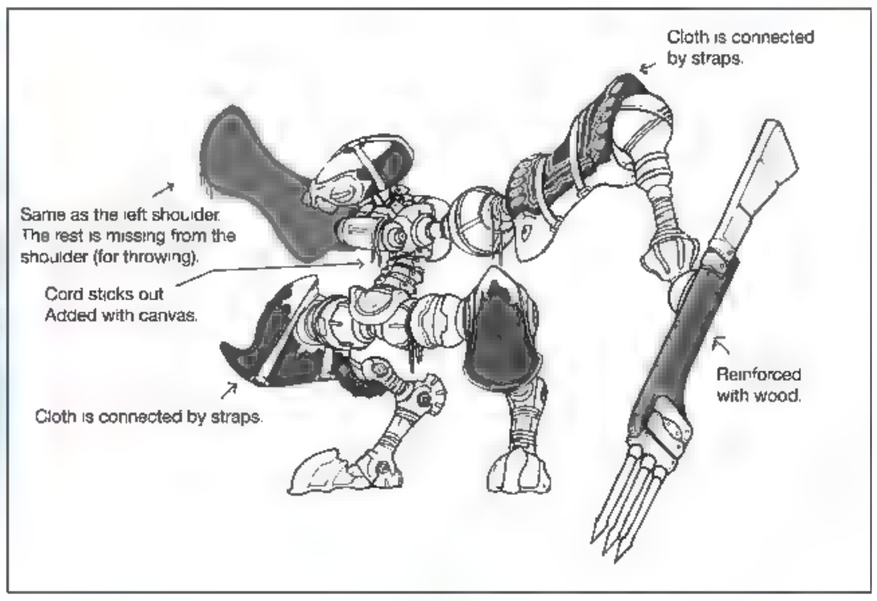
Stealing Victory from Steel Enemies

Small machina enemies fall apart in one hit using the Steal command. Since Rikku knows Steal from the very beginning, she's often placed in battle against machina foes.



Mech Scouter

オートスカウター [Ōtosukautā]





Zu

ズー [Zū]



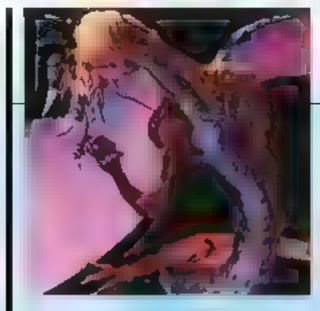


Sand Worm

サンドウォーム [Sandowōmu]



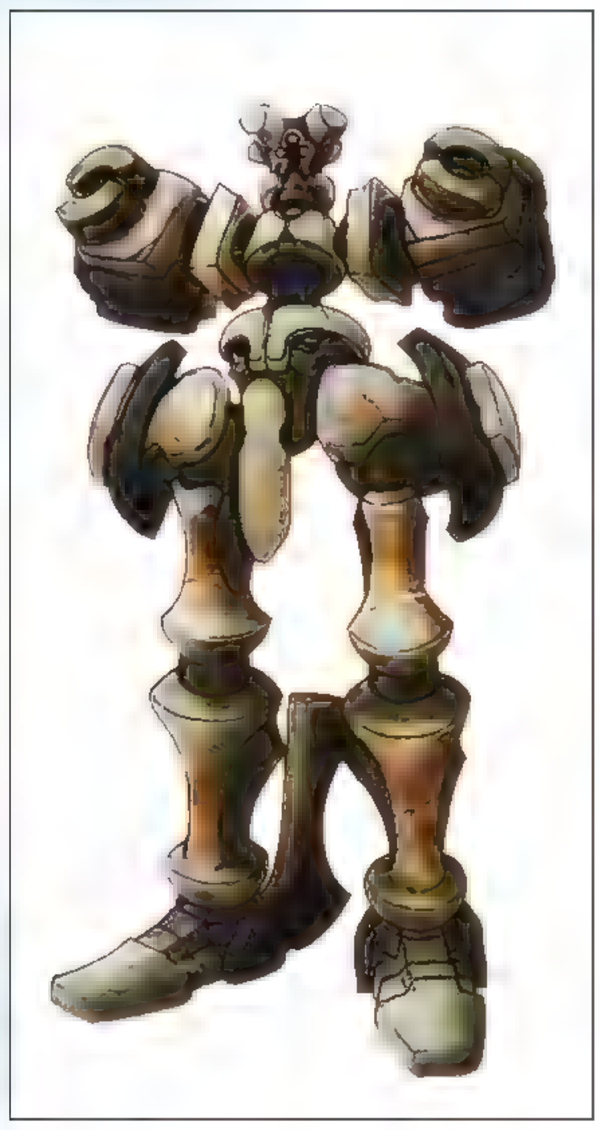


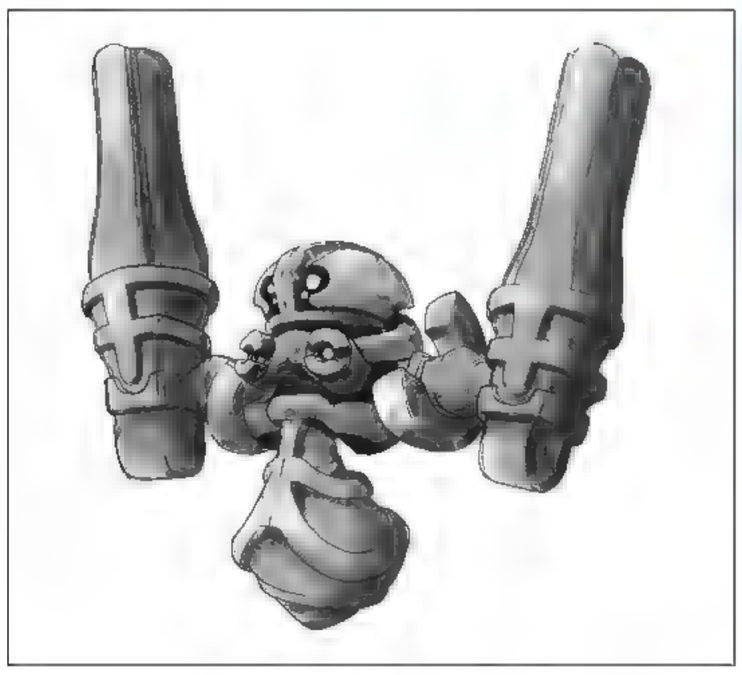


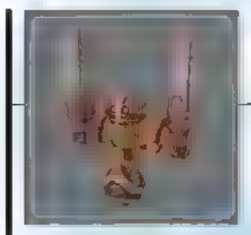
Evrae

エフレイエ [Efureie]

Yevon's guardian dragon who defends the skies above Bevelle. Its transparent, curtain-like wings glow with a colorful spectrum in the actual game.







YAT-99

岩竜99型 [Ganryū 99-gata]

YKT-63

鉄騎63型 [Tekki 63-gata]



Seymour Natus and Mortibody

シーモア：異体＋幻光異体 [Shīmoa: Itai + Genkō Itai]

The unsent Seymour absorbs a mass of pyreflies to transform into this fiend. The black insectoid creature in the foreground of this illustration is the Mortibody.



Memorable **Feature**

Aeon Annihilator

When Yuna summons aeons to aid in her battle against Seymour Natus, the villain will always follow her move with the Banish command. This fearsome instant-death attack renders all aeons unable to fight. Fighting with Bahamut—the aeon recently obtained in Bevelle—will result in its defeat before it can even strut its stuff.



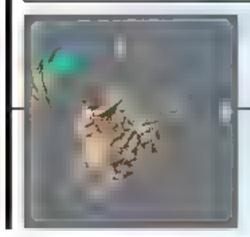


Anacondaur

ヘッジバイパー [Hejjibaipā]







Coeurl

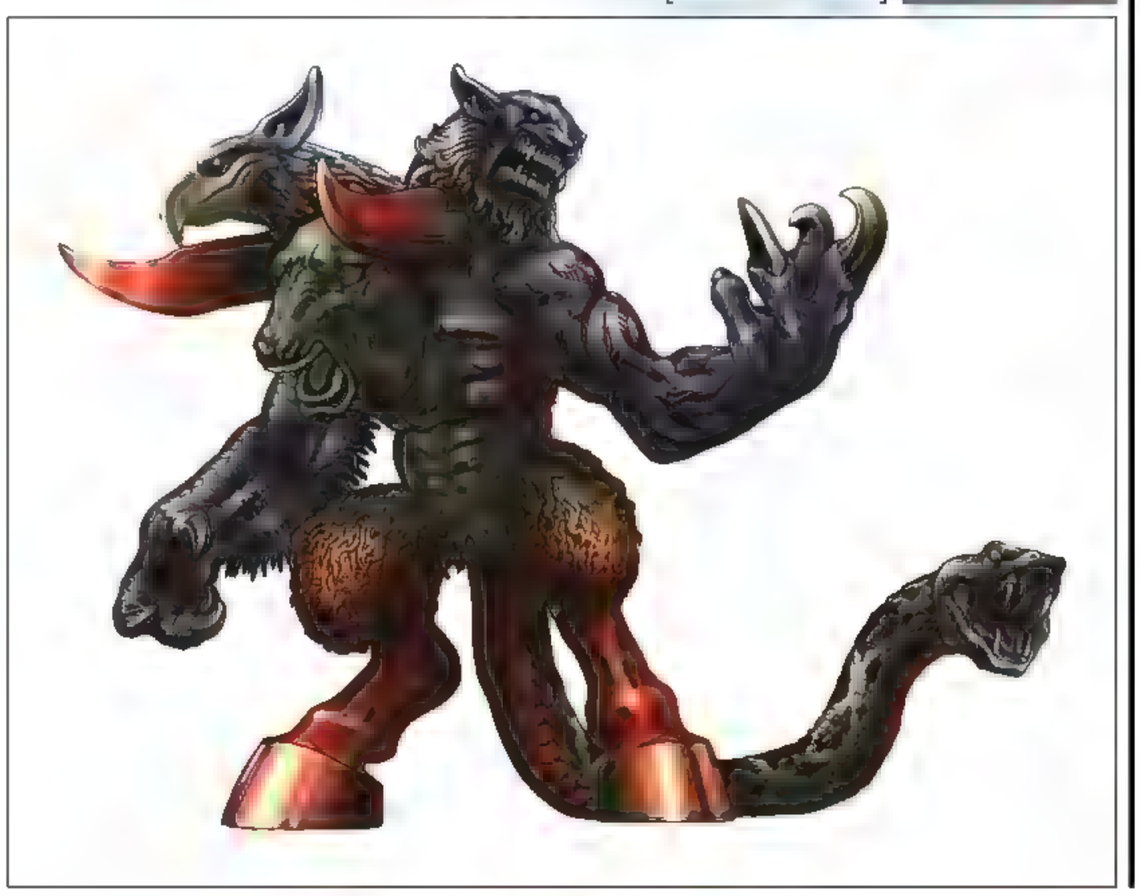
クァール [Kuāru]



Chimera Brain

キマイラブレイン [Kimairaburein]

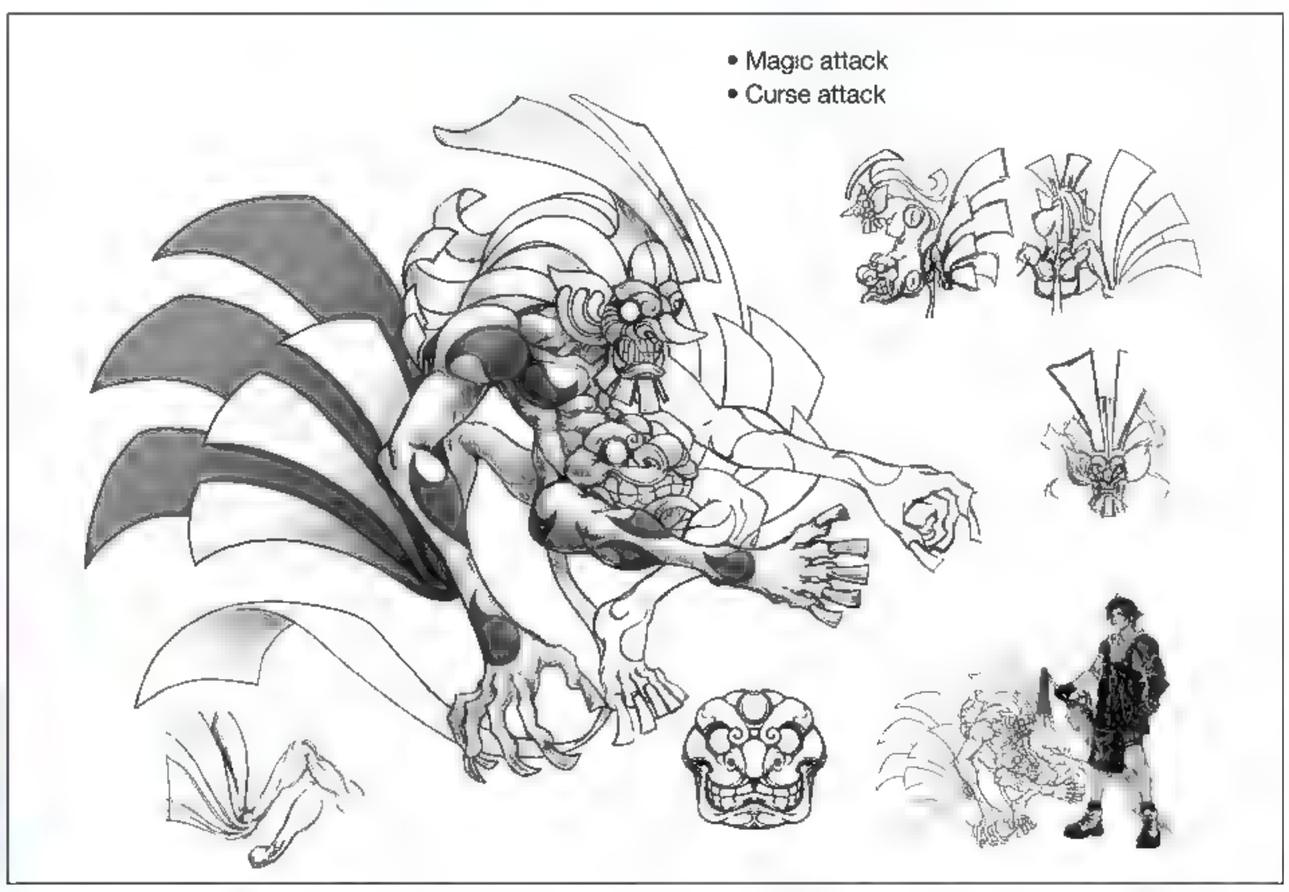


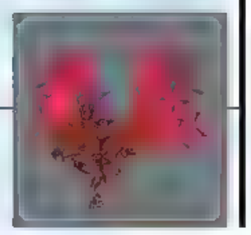




Malboro

モルボル [Moruboru]





Imp

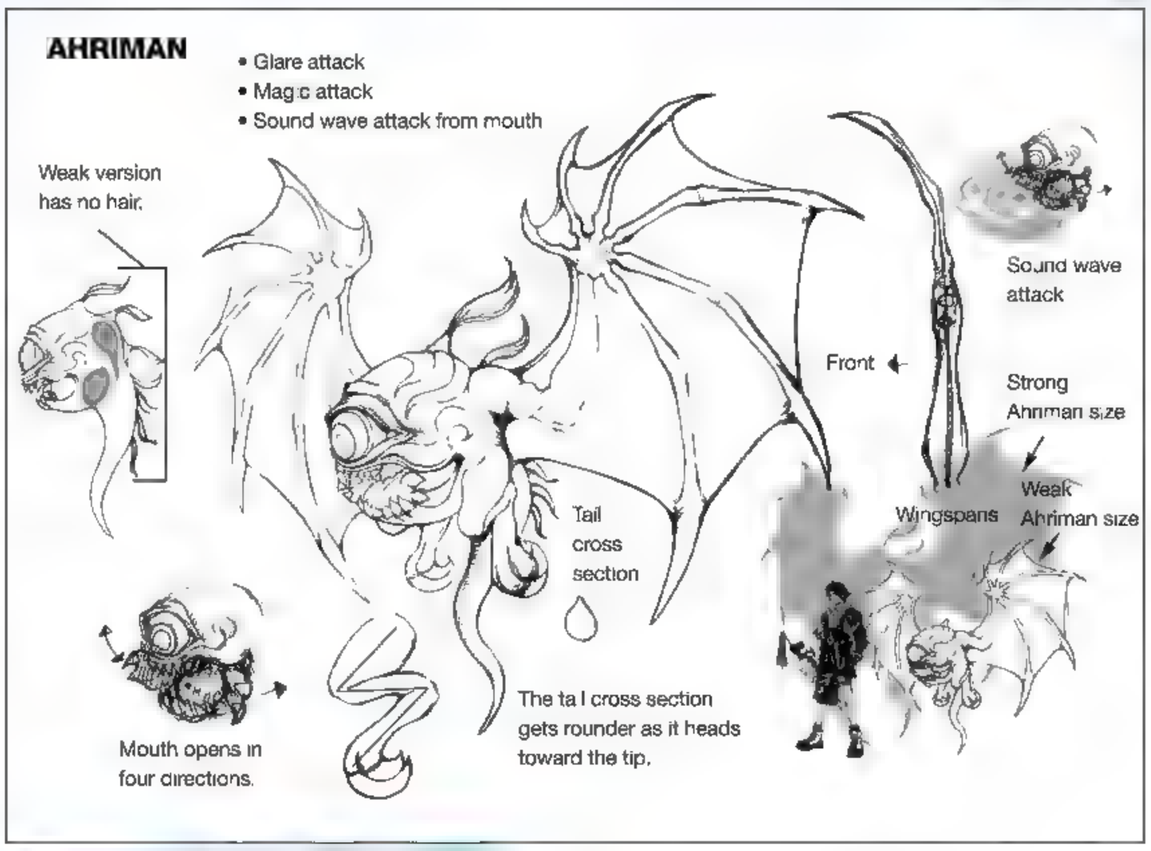
ガルキマセラ [Garukimasera]



Magic Pot

マジックポット [Majikkupotto]







Ahriman

アーリマン [Āriman]



Sanctuary Keeper

聖地のガーディアン [Seichi no Gādian]

A guardian of the Zanarkand Ruins appearing on Mt. Gagazet to stop summoners. The tendril-like wings fire soft white beams.



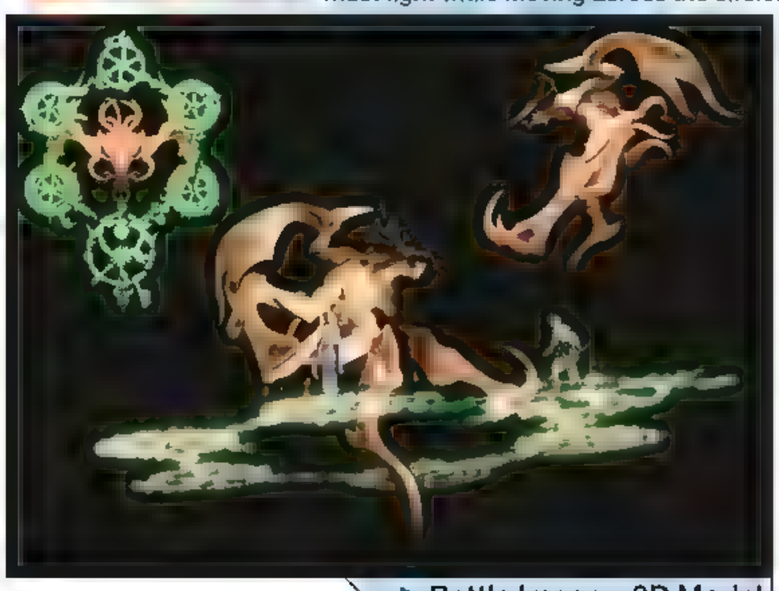




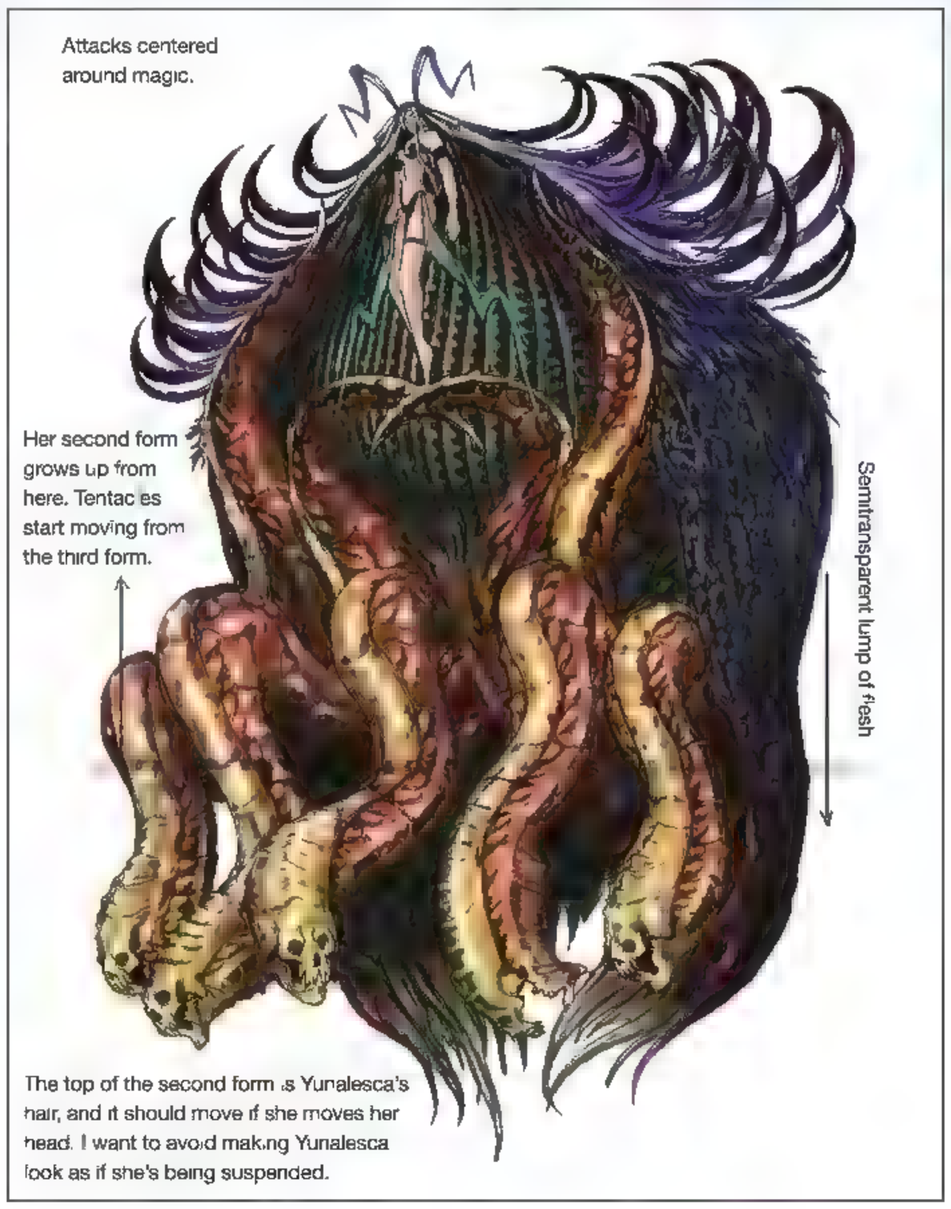
Spectral Keeper

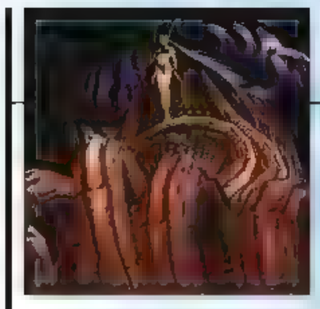
魔天のガーディアン [Maten no Gādian]

A fiend that protects the Chamber of the Fayth in the Zanarkand Dome. The illustration below shows how it battles with a 3D model. The six magic circles appear around the Spectral Keeper in the actual in-game battle, and players must fight while moving across the circles to avoid its attacks.



▶ Battle Image—3D Model

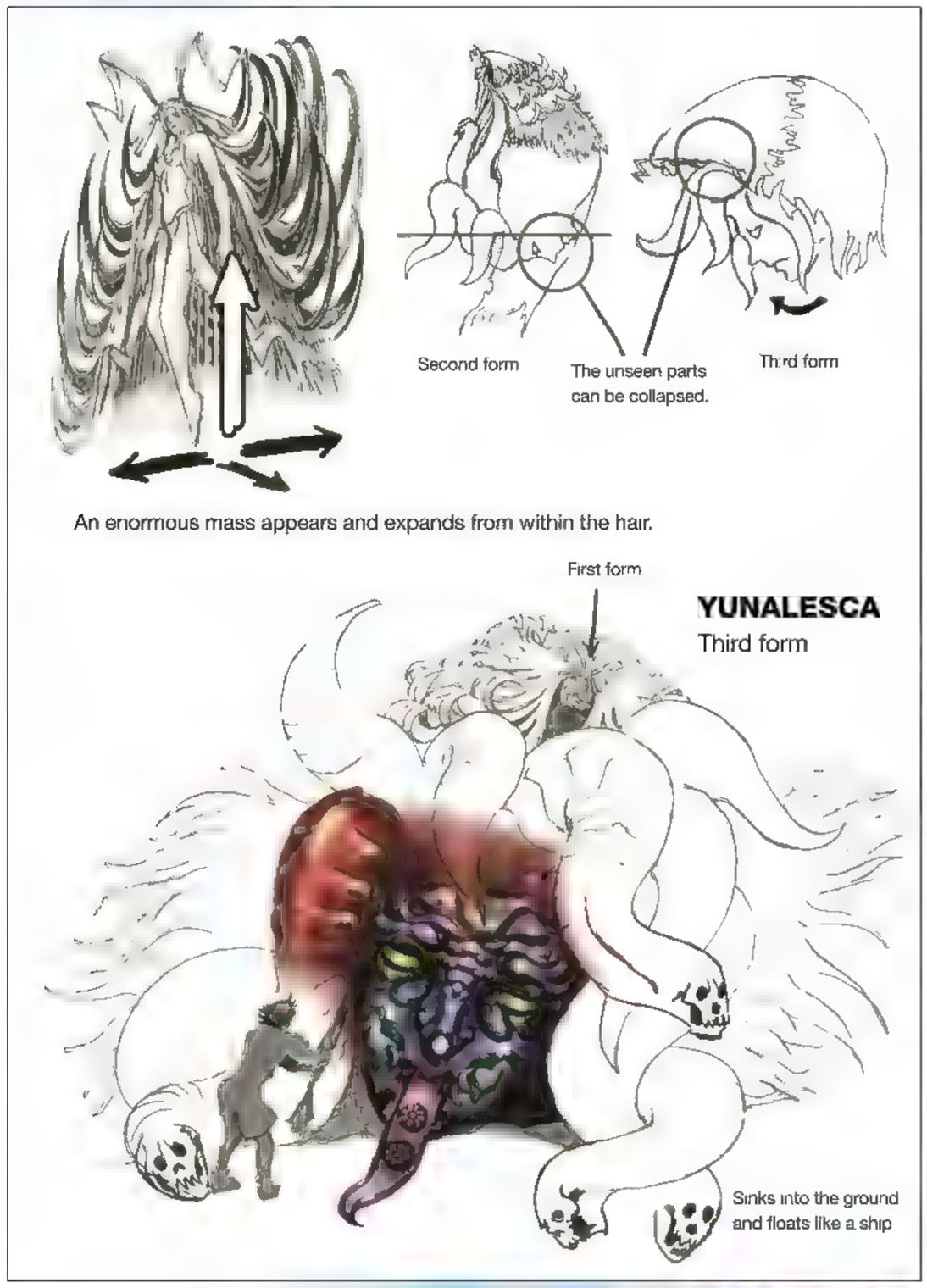




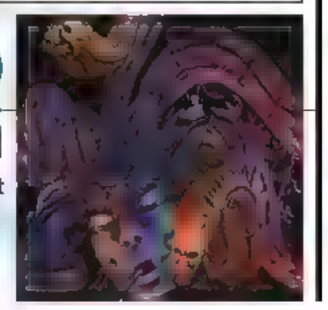
Yunalesca (Second Form)

ユウナレスカ（第2形態） [Yūnaresuka (Dai 2 Keitai)]

Yunalesca's transformation. The snake heads below remain underground and out of sight until she uses her Hellbiter attack.



Yunalesca (Third Form)



ユウナレスカ（第3形態） [Yūnaresuka (Dai 3 Keitai)]

Yunalesca's repulsive true form is revealed. This character sheet shows how her entire form turns over to expose the massive face





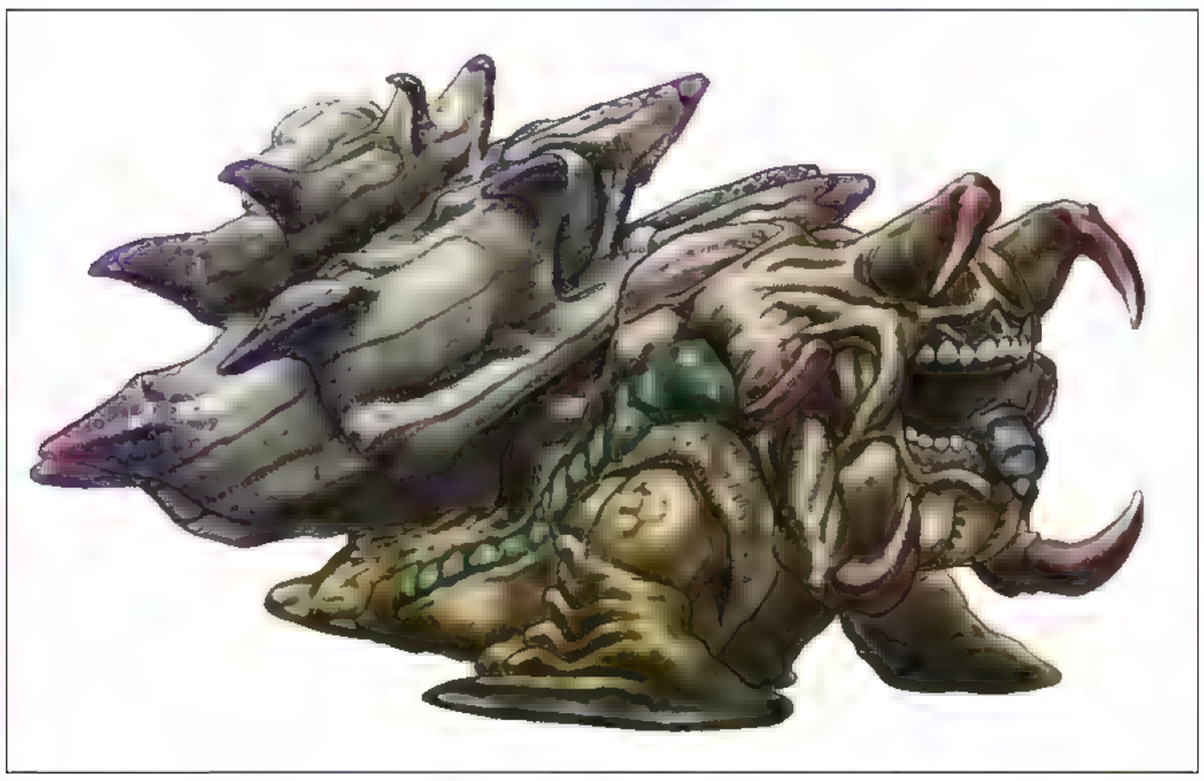
King Behemoth

キングベヒーモス [Kingubehīmosu]

Neslug



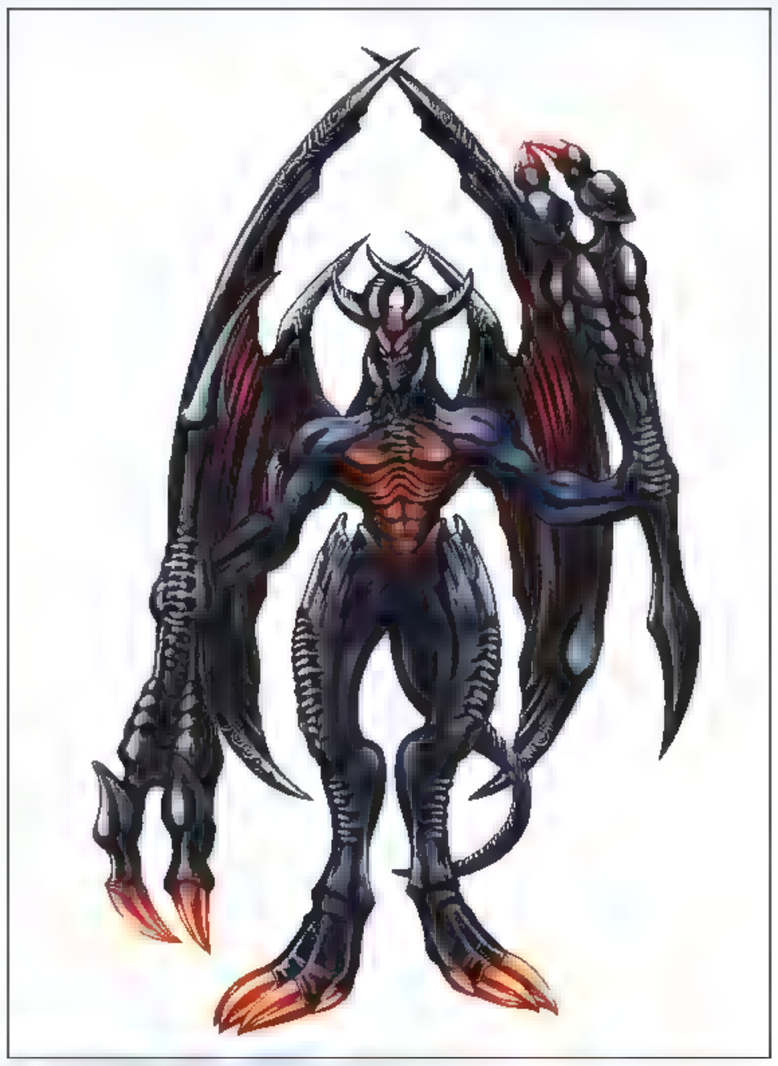
ネスラグ [Nesuragu]



Memorable **Feature**

Like Salt on a Slug

When the Neslug runs low on HP, its shell breaks, and it becomes even more slug-like in appearance. If you have Purifying Salt, using it on the Neslug will dramatically lower its Defense and Magic Defense.

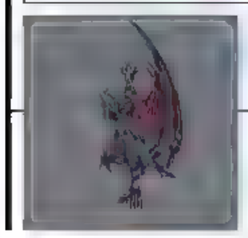




Barbatos

バルバトゥース [Barubatūsu]





Varuna

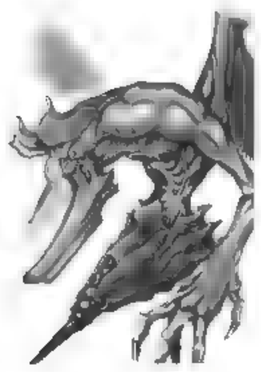
ヴァルナ [Varuna]

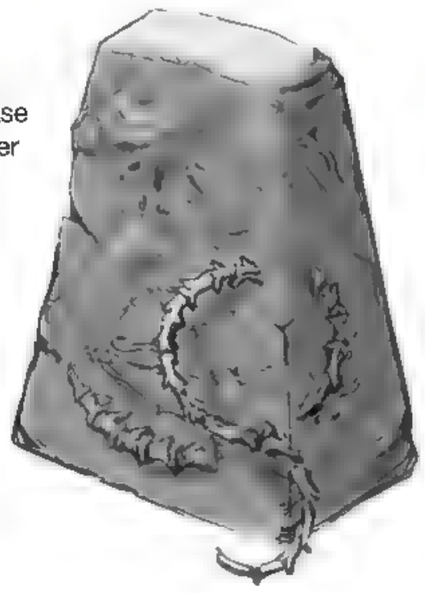
Demonolith

デビルモノリス [Debirumonorisu]



A fossil of the *FFVIII* monster Elvoret is buried behind it. Please make the horns stand out. Other parts can be textures.

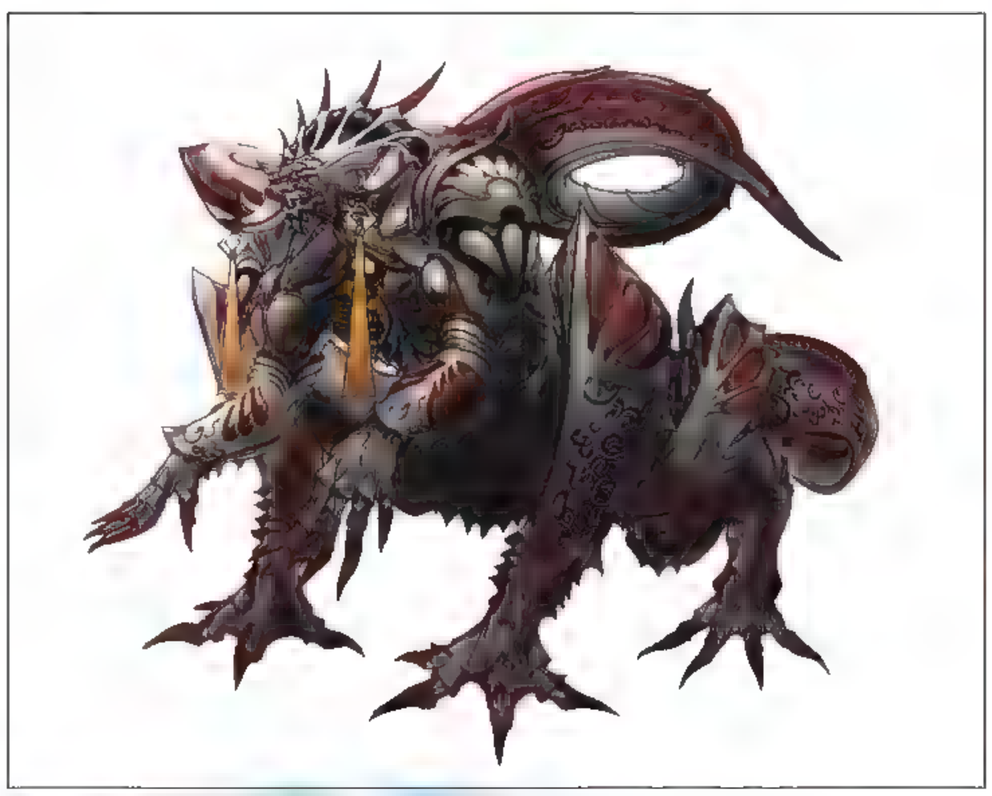


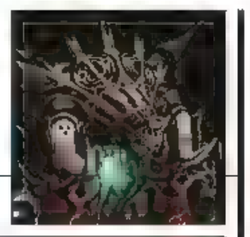




▶ Back and Front



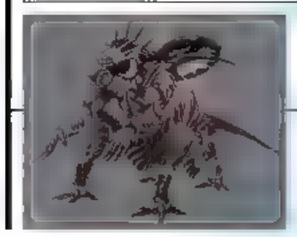




Omega Weapon

オメガウェポン [Omega Wepon]





Ultima Weapon

アルテマウェポン [Arutema Wepon]

Seymour Omnis



シーモア：最終異体 [Shīmoa: Saishū Itai]

Seymour after he a lows himself to be absorbed into Sin. In the game, his pure-white form is represented by a semitransparent crystalline sheen.

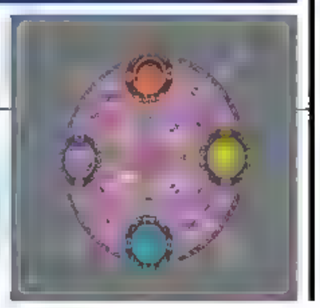




▶Head Decoration



Mortiphasms



幻光天極 [Genkō Tenkyoku]

The magic circles behind Seymour Omnis. When this illustration was created, it was a simple background object, but it was ultimately incorporated into battle as a way to change the nature of Seymour's attacks.

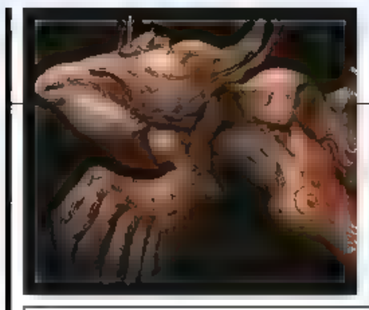


Braska's Final Aeon

ブラスカの究極召喚 [Burasuka no Kyūkyoku Shōkan]

Jecht as the Final Aeon. This form shares many features with its former self, including the shape and pattern of the sword in its right hand, the armor plating on its left arm, and the Zanarkand Abes symbol carved into its chest.





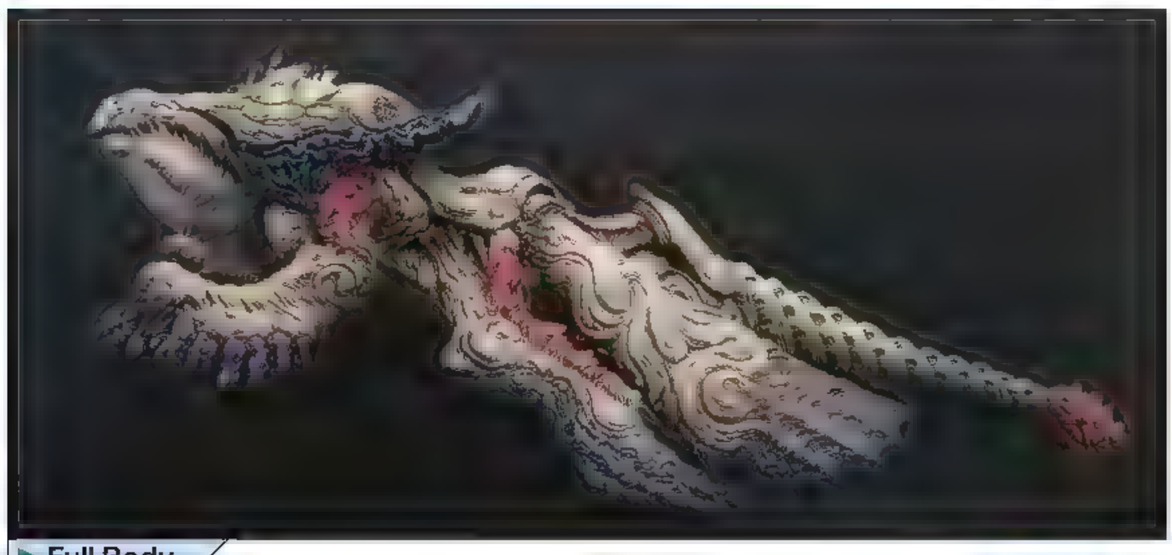
Sin

シン [Shin]

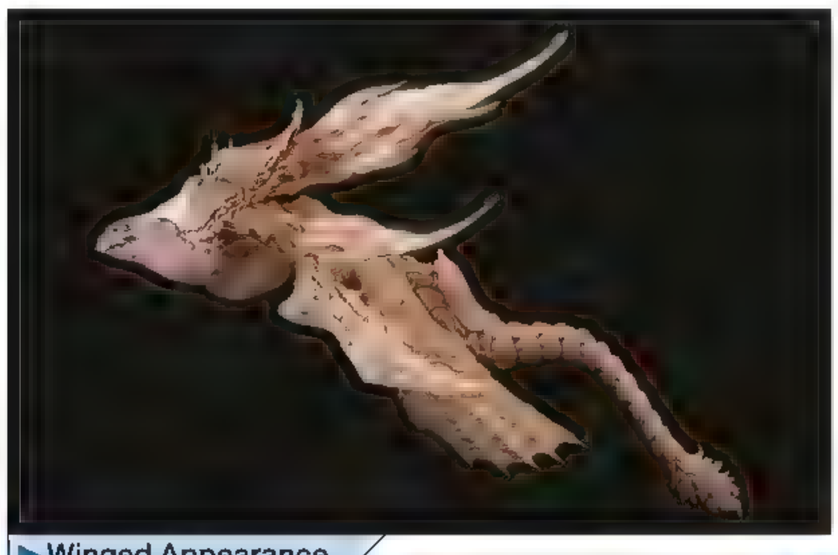
A gargantuan fiend that symbolizes the sin of all mankind. The 3D model created from this illustration exhibits finely detailed molding and coloring. The city of Zanarkand is reproduced on Sin's back.



3D Model Made for Development



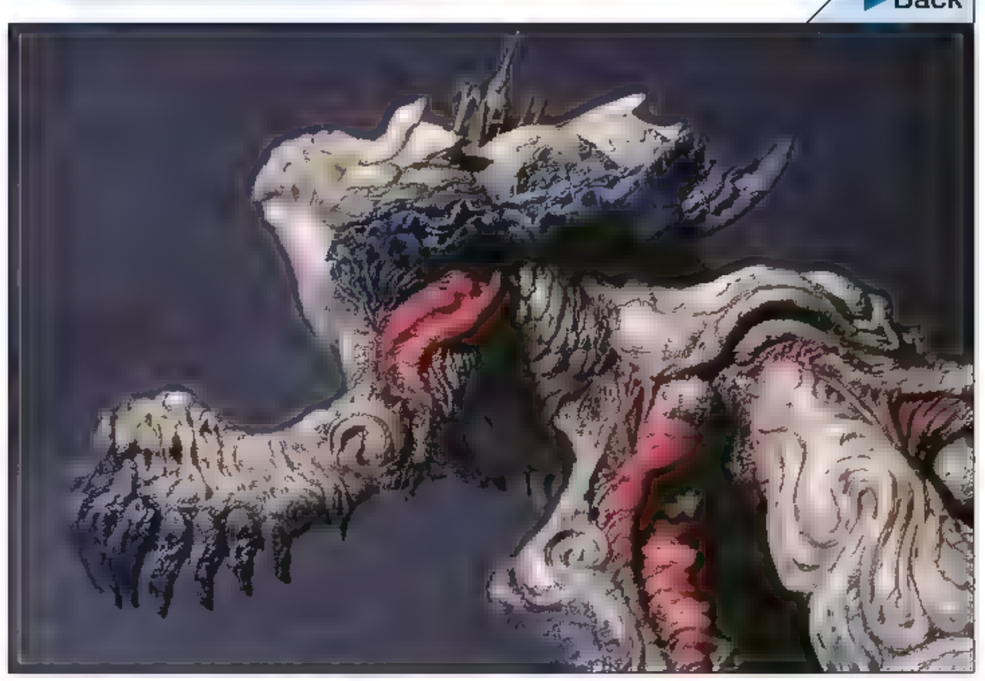
▶ Full Body



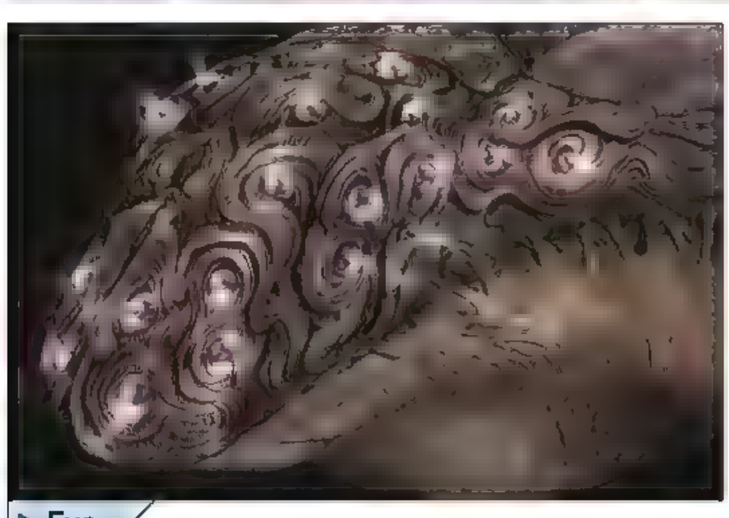
▶ Winged Appearance



▶ Head



▶ Back



▶ Eye



▶ Back (Zanarkand City)



▶ Fin

FINAL FANTASY X
ファイナル ファンタジーX

EXTRA CONTENT

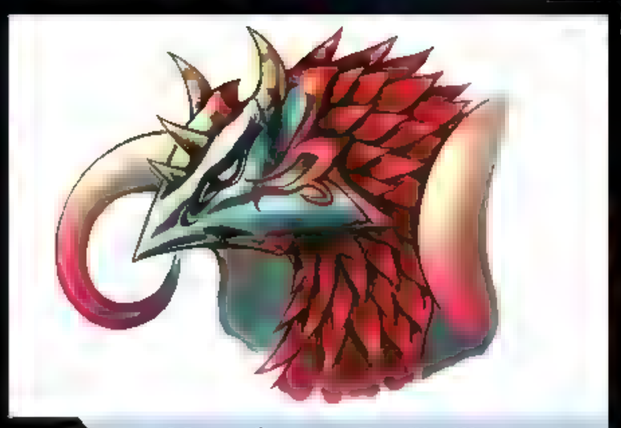
AEONS



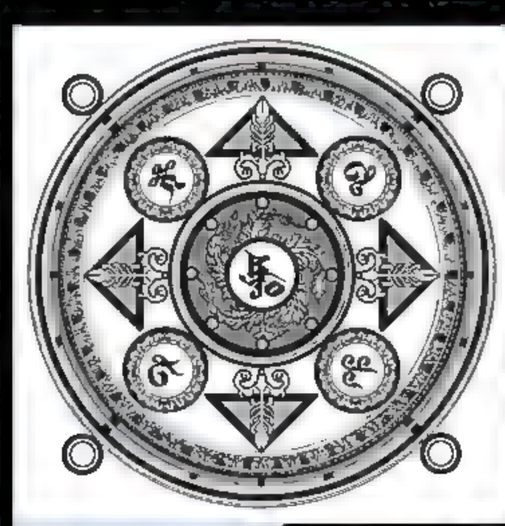


Valefor

An aeon with great wings whose fayth statue is located in Besaid Temple. When aeons are summoned, magic circles appear on the ground or in the sky. The design of these magic circles differs for each aeon.



▶ Menu Screen Profile Illustration



▶ Magic Circle



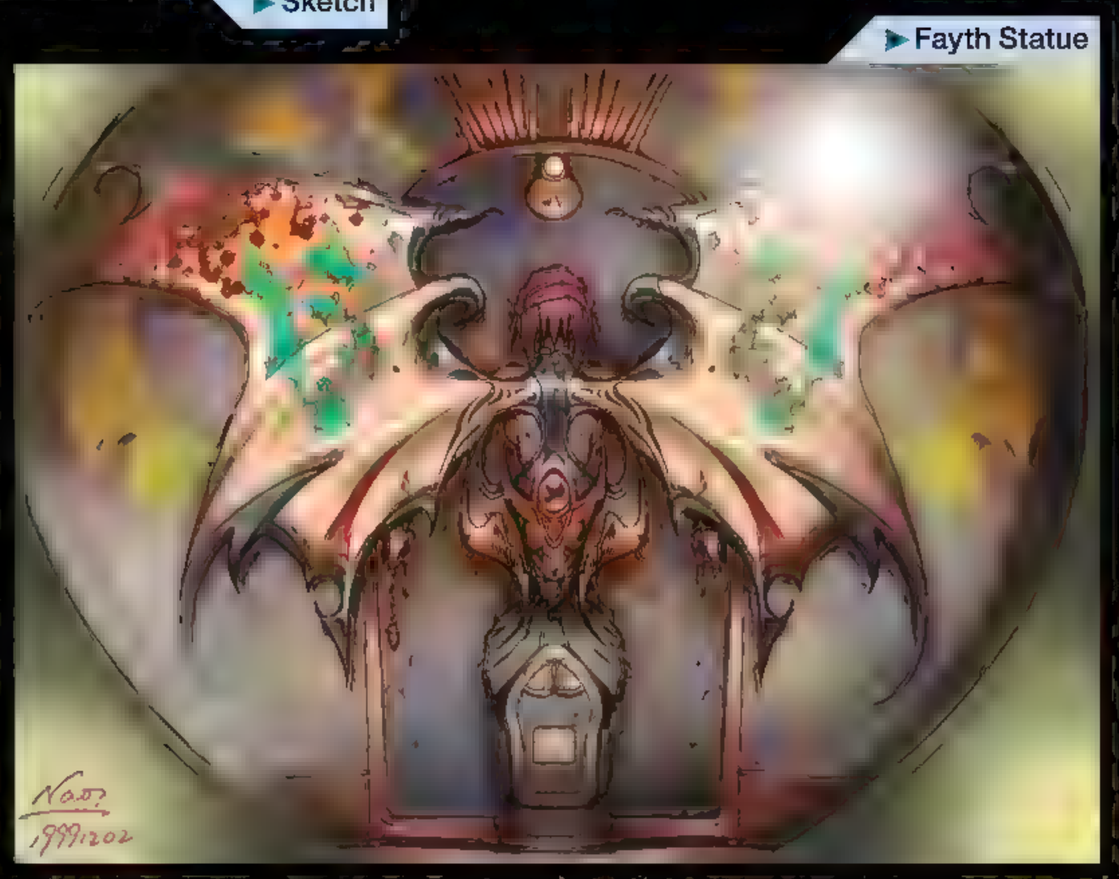
▶ Sketch

Memorable Scene

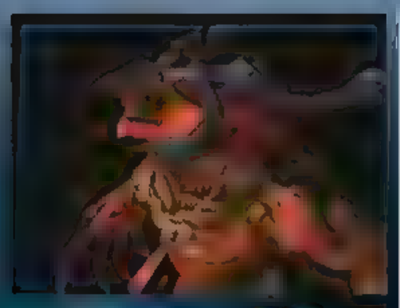
Saving the Skydiving Summoner

Valefor is the first aeon Yuna obtains, and it even ends up making a few appearances outside of battle. In Bevelle, Yuna throws herself from the tower to escape the wedding plaza. Valefor is there to break her fall.





▶ Fayth Statue



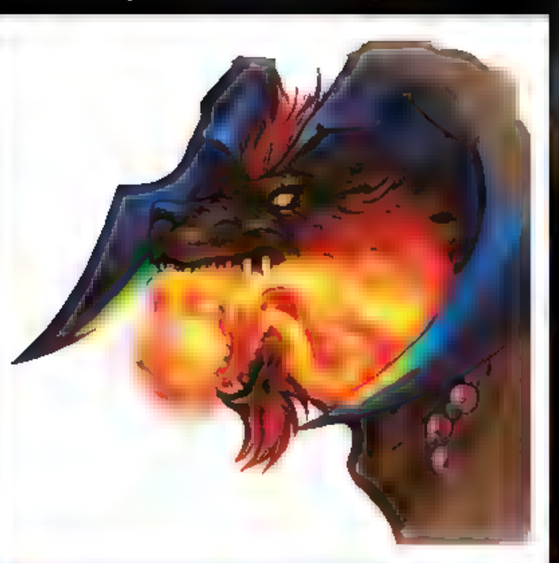
Ifrit

A demon that holds dominion over fire, with a fayth statue situated in Kilika Temple. According to the writing on its statue illustration, Ifrit's fayth was a twenty-three-year-old boy named Edmondo.



▶ Magic Circle

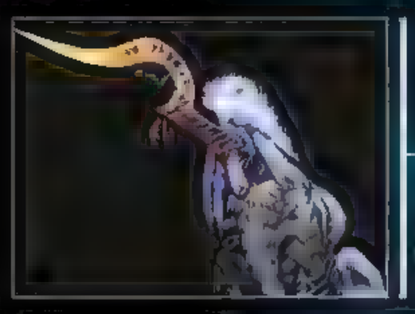




▶ Menu Screen Profile Illustration

▶ Fayth Statue





Ixion

A horned beast covered by lightning whose fayth statue stands in Djose Temple. Ixion can manipulate lightning, an affinity represented by the electric motif of its magic circle.



▶ Fayth Statue

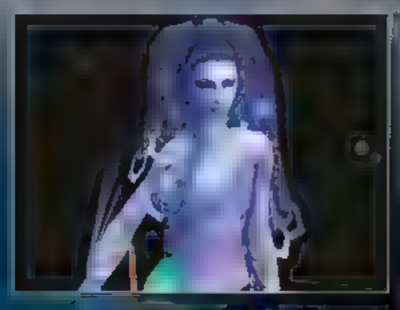




▶ Menu Screen Profile Illustration

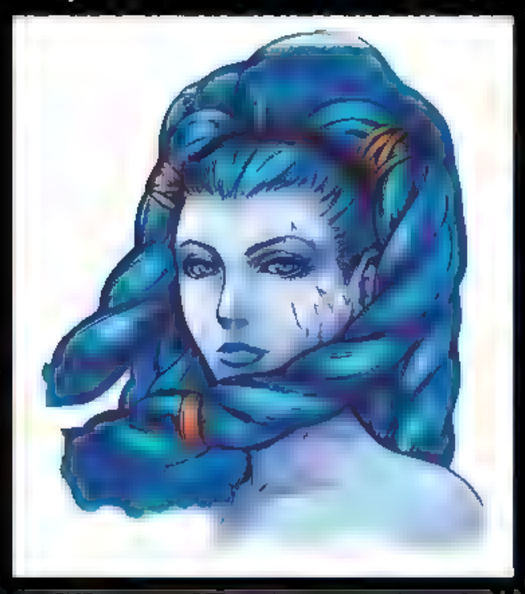
▶ Magic Circle





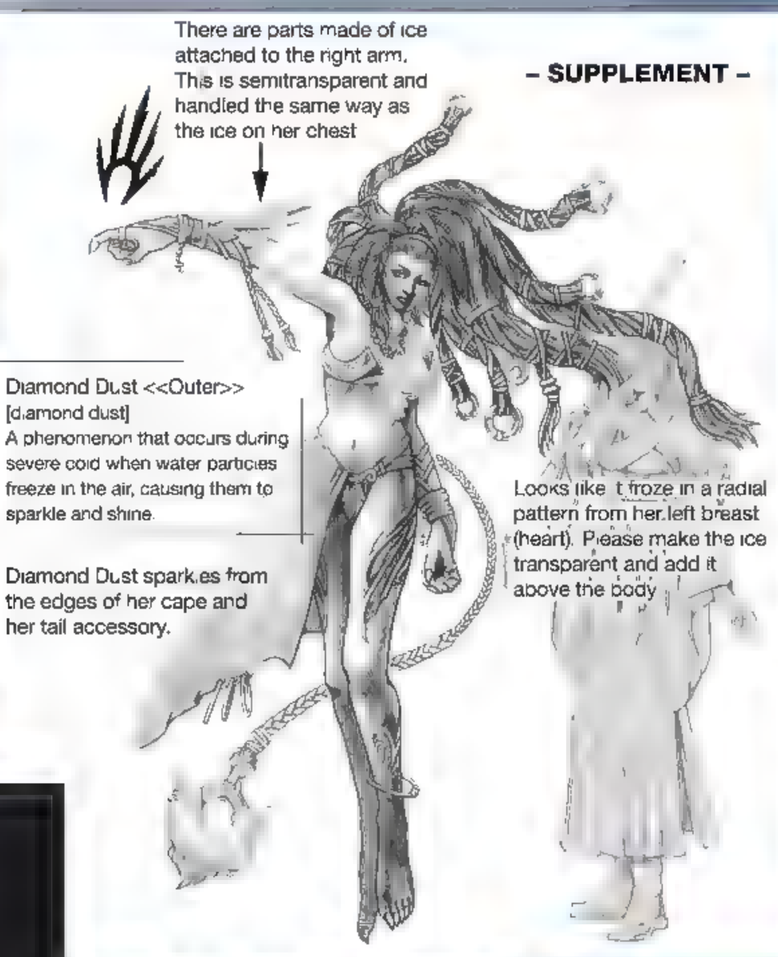
Shiva

The frozen queen of ice whose fayth statue is situated inside Macalania Temple. The mantle in the full-body image is cast off in-game when she is summoned, fluttering safely into Yuna's outstretched hands.



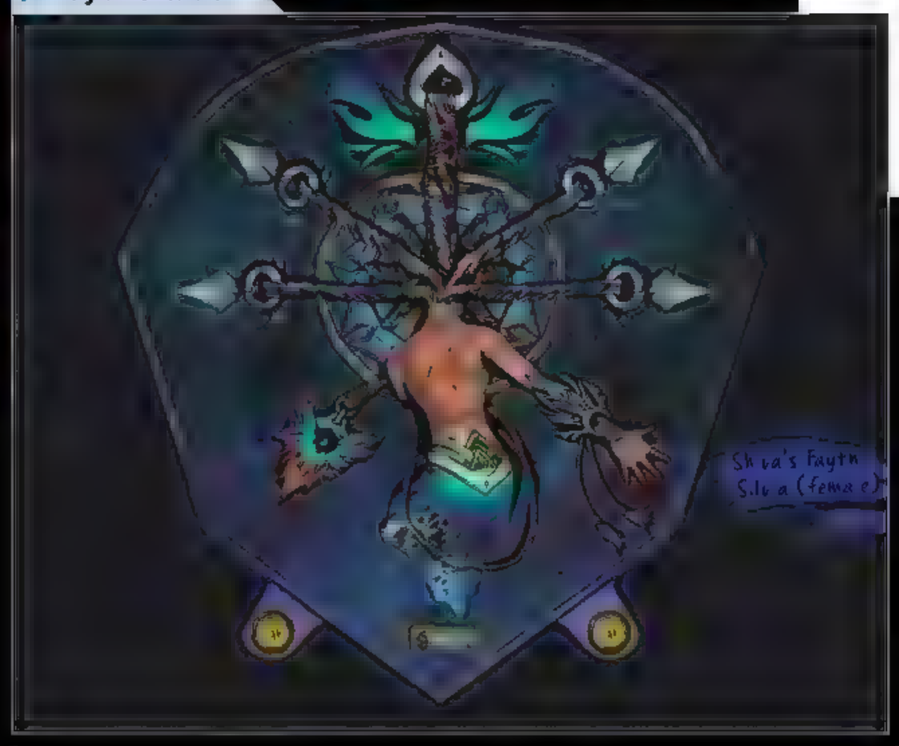


▶ Full-Body Image with Mantle



▶ Detail Drawing

▶ Fayth Statue



▶ Magic Circle





Bahamut

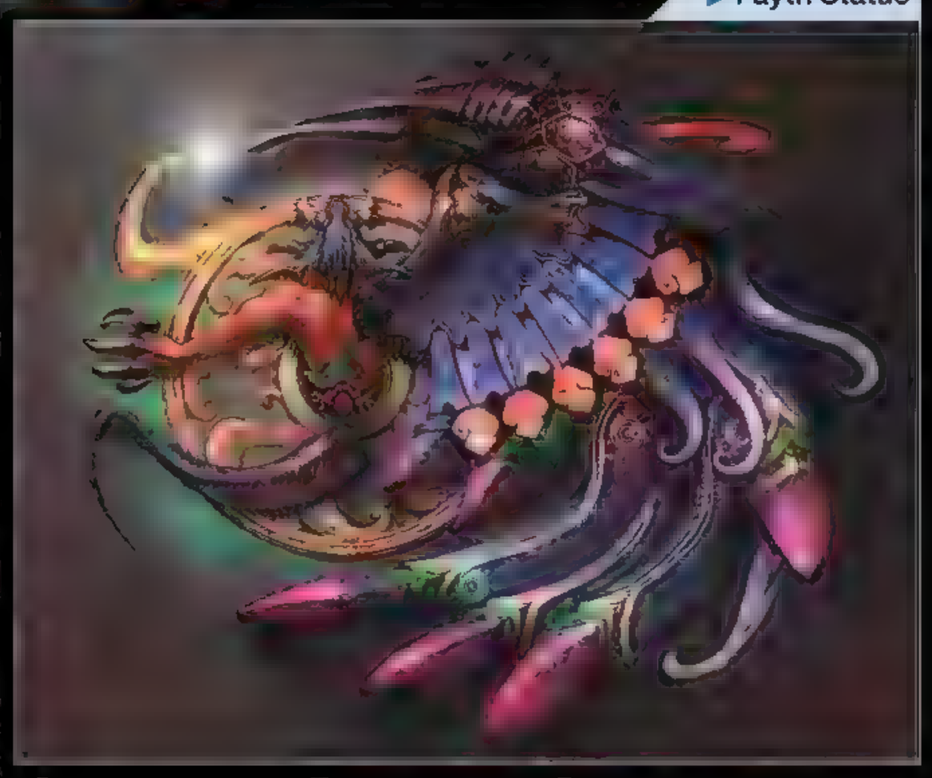
A four-winged sacred beast with a fayth statue located in Bevelle. Unlike the other aeons, the king of dragons is heralded by multiple magic circles that appear in the heavens whenever he is summoned into being.



▶ Back Ring



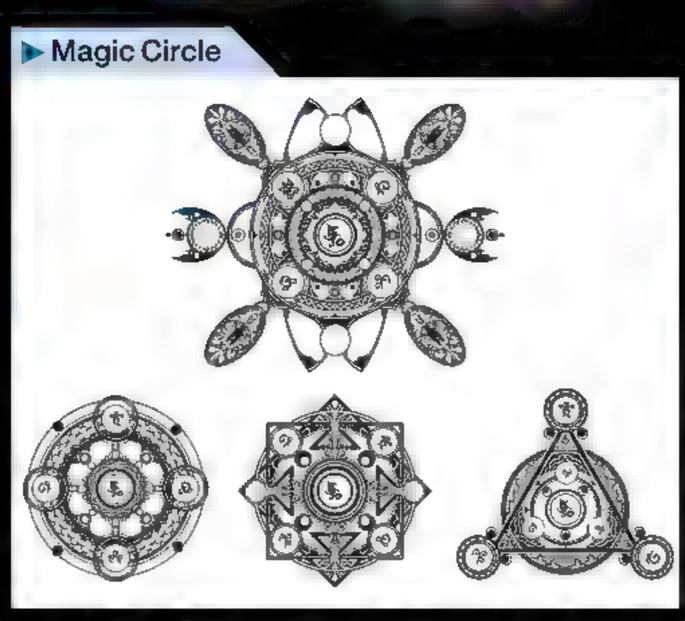
▶ Fayth Statue

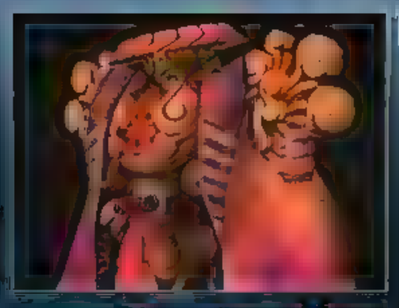




▶ Menu Screen Profile Illustration

▶ Magic Circle





Yojimbo

A master swordsman whose fayth statue is situated in the Cavern of the Stolen Fayth. The blade in his left hand, Zanmato, can only be seen in the rare instance that he uses the attack of the same name.



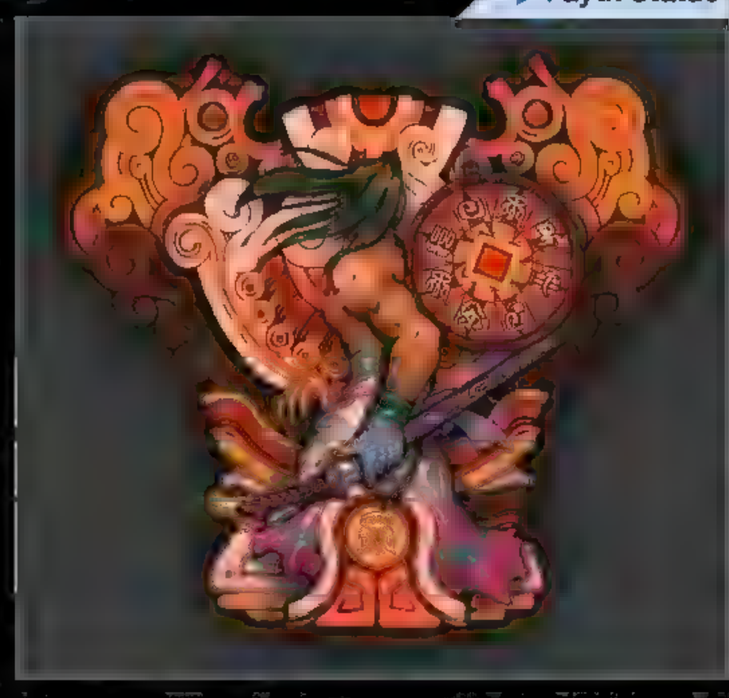


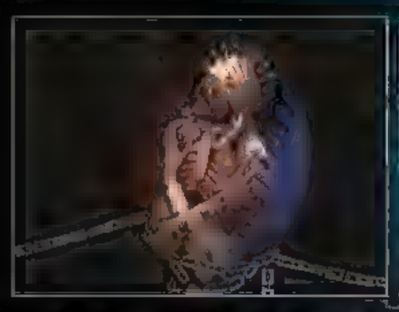
▶ Menu Screen Profile Illustration

▶ Magic Circle



▶ Fayth Statue





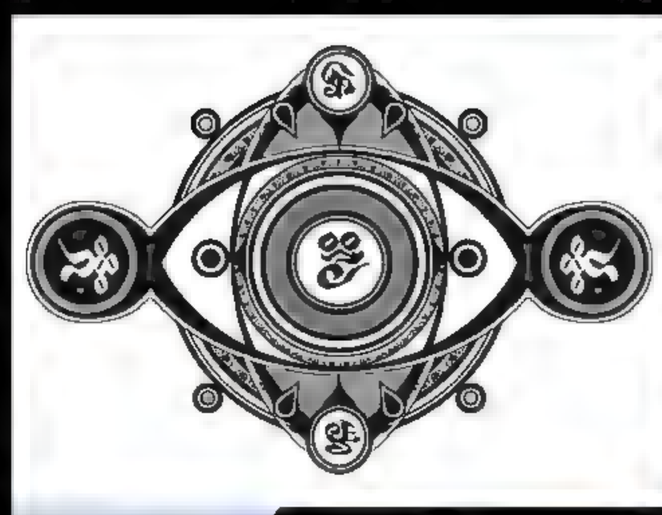
Anima

An aeon bound in heavy chains whose fayth statue can be found in the Temple of Yevon-Baaj. Its fayth is Seymour's mother, and the plate around its neck is engraved with her image.



▶ Menu Screen Profile Illustration





▶ Magic Circle

▶ Fayth Statue

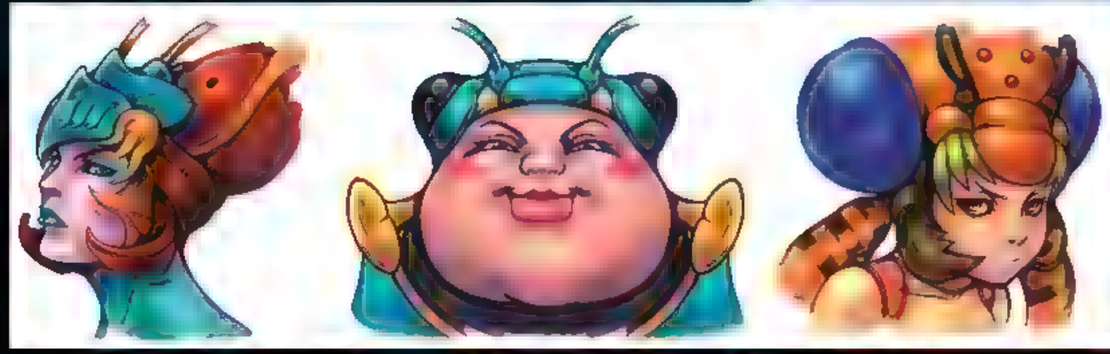




Magus Sisters

Three sister aeons whose fayth statue is situated in Remiem Temple. Each sister has a different insect motif—a ladybug for Cindy, the eldest; a mantis for the middle child, Sandy; and a hornet for Mindy, the youngest. Each of their magic circles reflects these characteristics.

▶ Menu Screen Profile Illustration



▶ Sandy Full-Body Image

Magus Sister
SANDY





Magus Sister **CINDY**

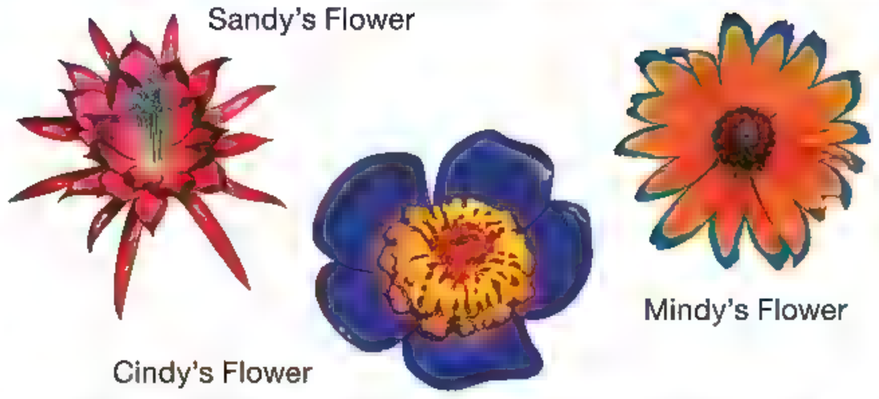
▶ Cindy Full-Body Image

▶ Mindy Full-Body Image

Magus Sister **MINDY**



▶ Flowers at Summoning



▶ Cindy's Magic Circle

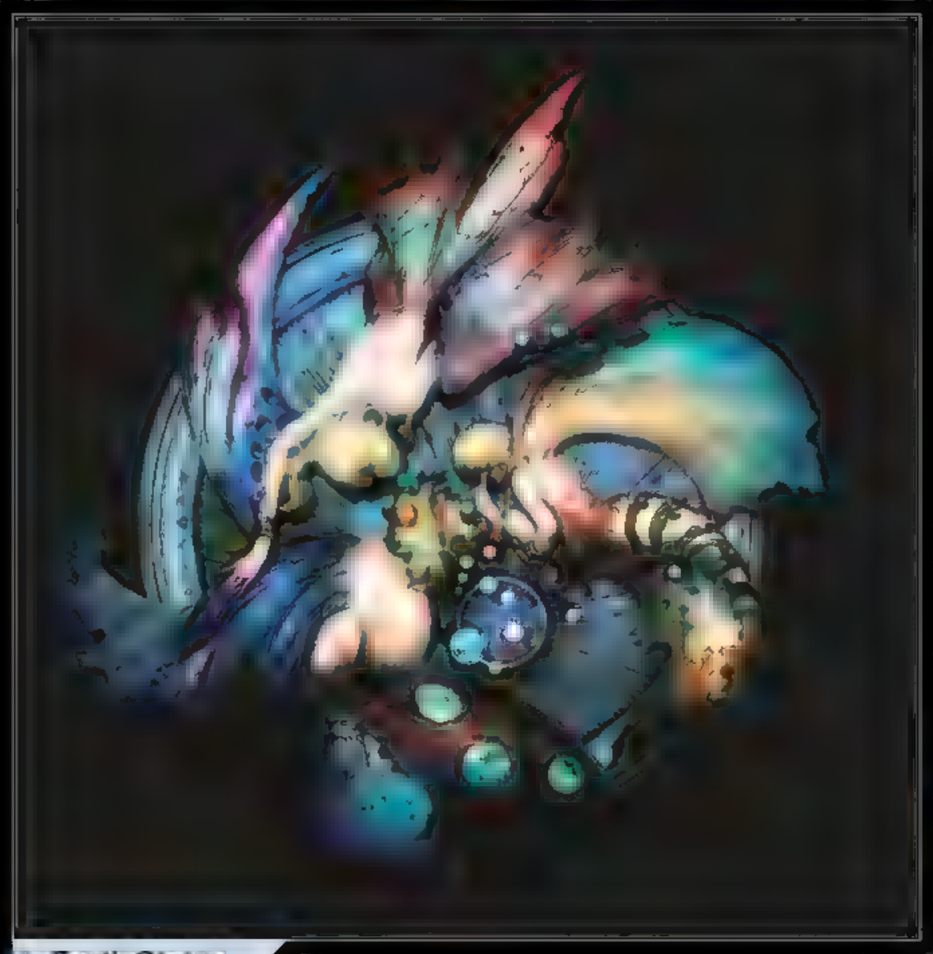




▶ Sandy's Magic Circle



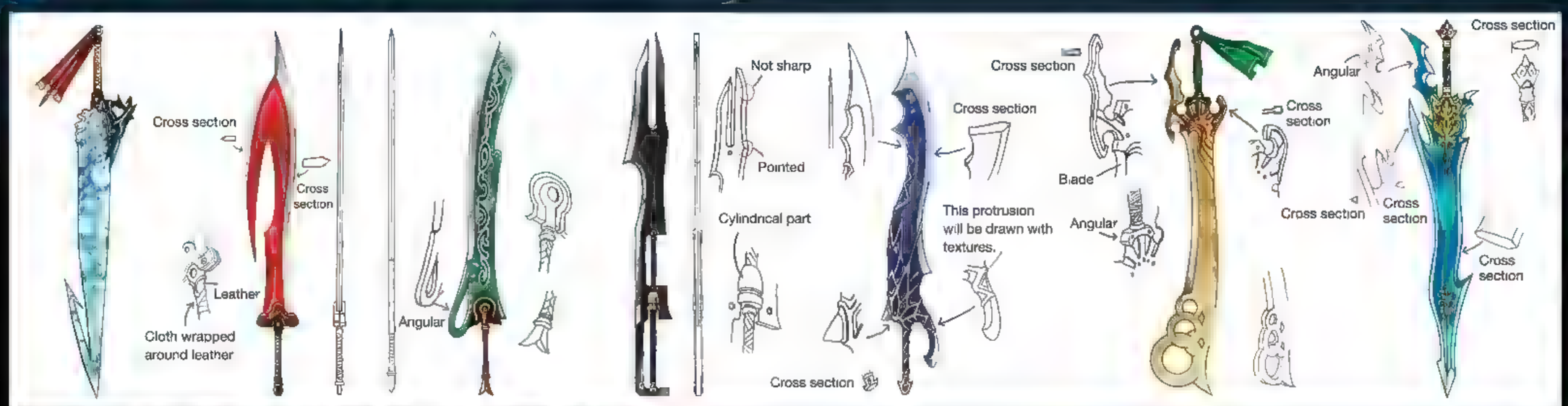
▶ Mindy's Magic Circle



▶ Fayth Statue

WEAPONS AND ARMOR

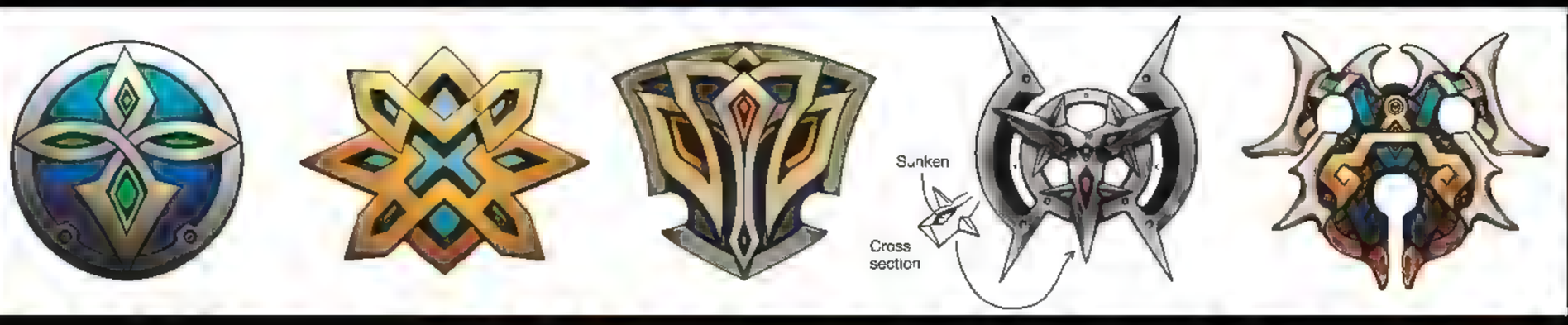
Tidus's Weapons (Swords) and Armor (Shields)



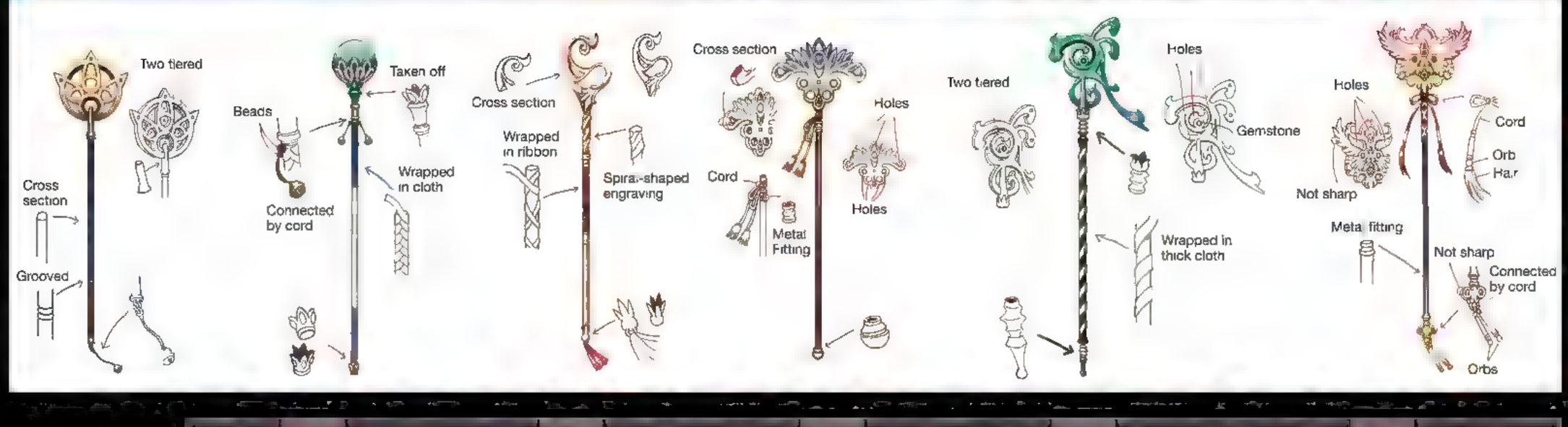
CG models of Tidus's signature bladed weapons were created based on the model sheets above. The CG model at far right is the Buster Sword from *Final Fantasy VII*. Created only as a prototype, it does not appear in *Final Fantasy X*.



▶ Weapon CG Models



Yuna's Weapons (Staffs) and Armor (Rings)

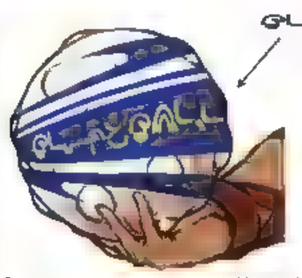




▶ Ring Equip Effects

Wakka's Weapons (Balls) and Armor (Protectors)

Wakka's Weapon (Ball)

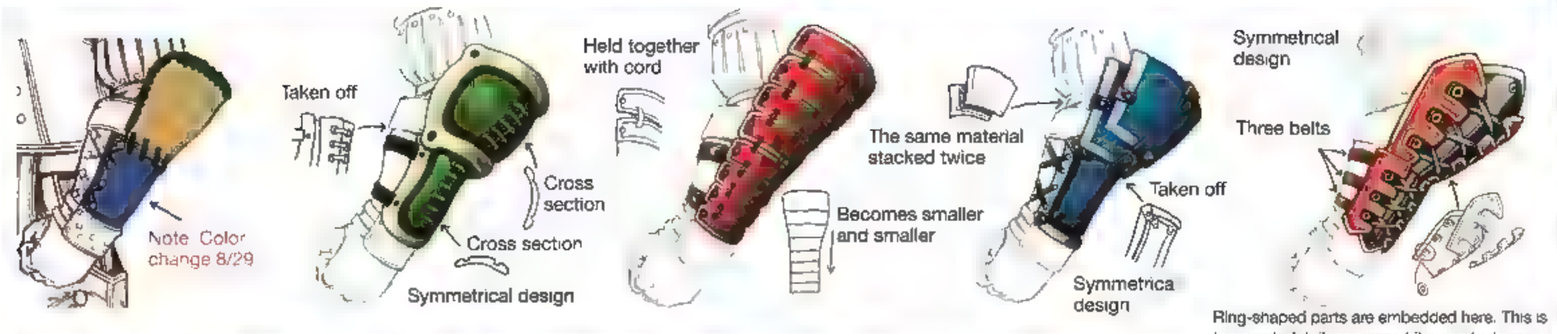


Wakka's starting equipment (Note: Same as the official blitzball ball)



(For reference) Note: The official Zanarkand only appears in movies.



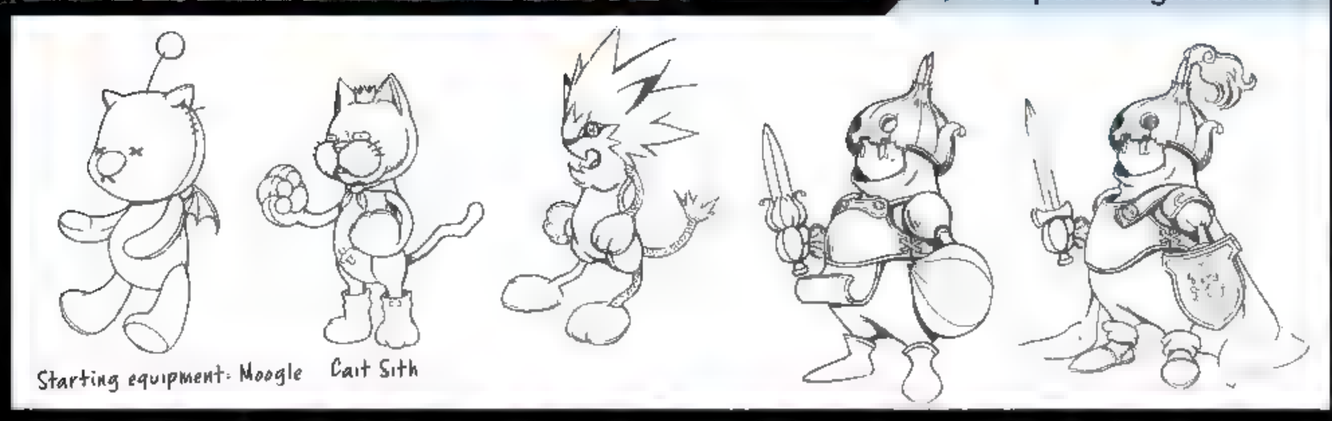


Lulu's Weapons (Stuffed Animals) and Armor (Rings)



At the sketch phase, the stuffed Onion Knight held a sword and shield bearing the image of its namesake. Ultimately the shield was emblazoned with *Final Fantasy III*'s Onion Knight sprite instead.

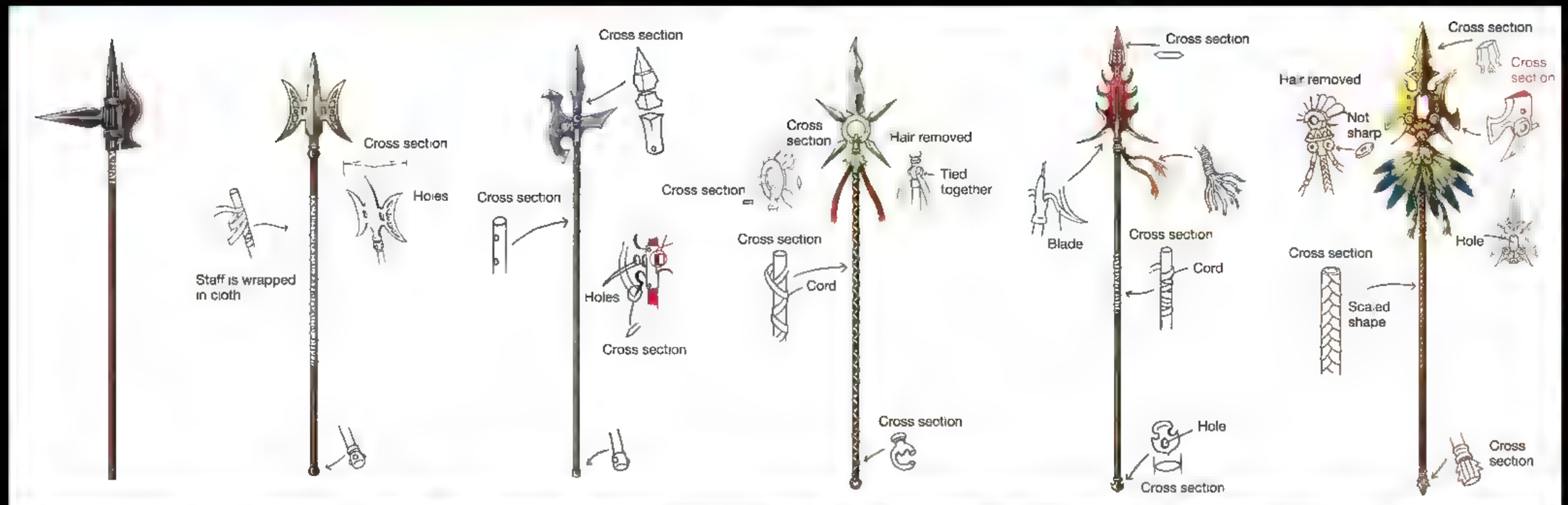
▶Weapon Rough Sketches



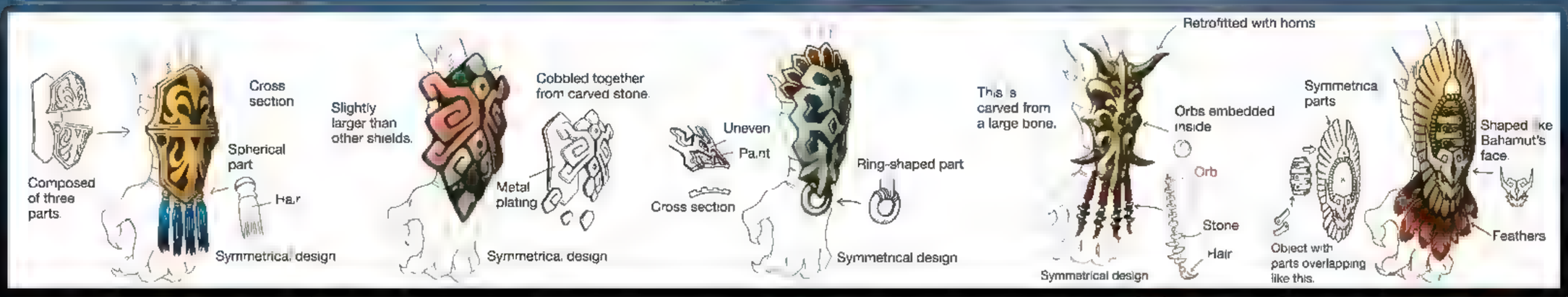
▶Ring Equip Effects



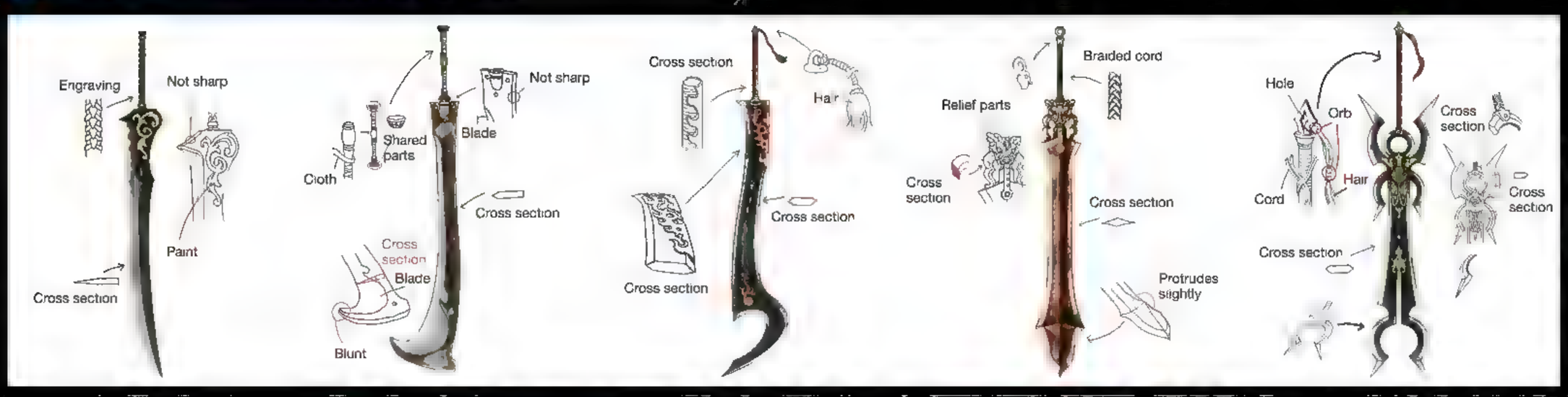
Kimahri's Weapons (Spears)



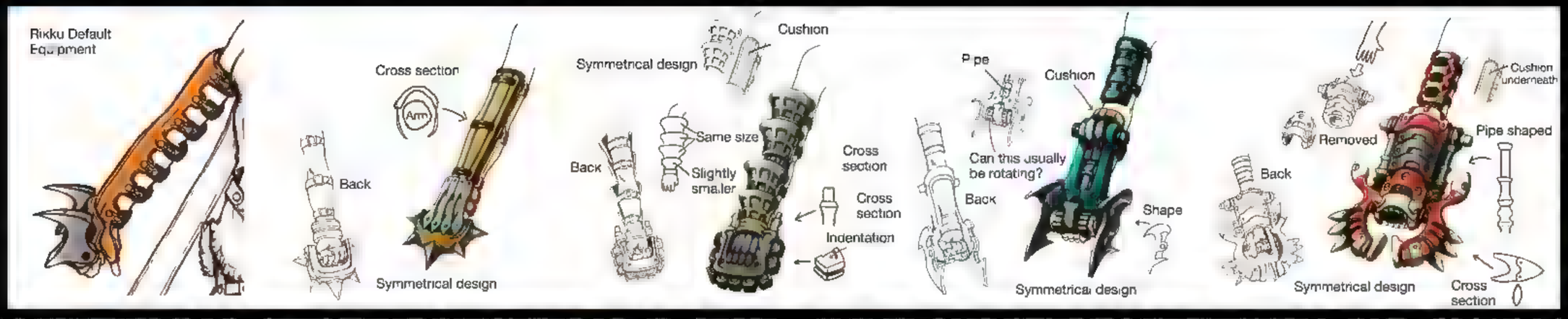
Kimahri's Armor (Armlets)



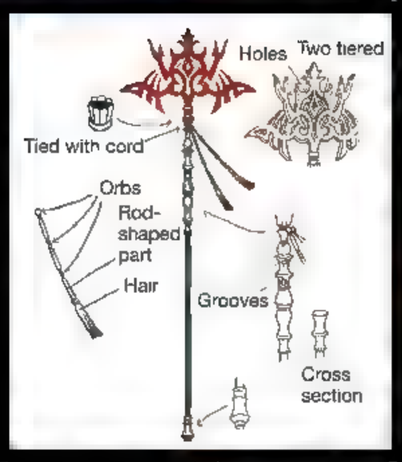
Auron's Weapons (Katanas) and Armor (Bracers)



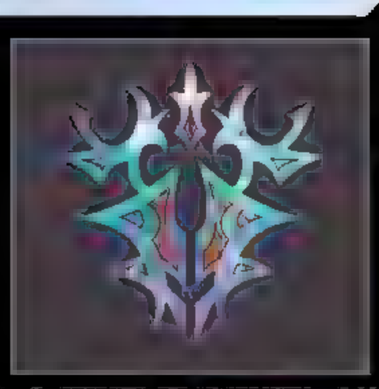
Rikku's Weapons (Gloves) and Armor (Shields)



Seymour's Weapon



Seymour's Armor



Braska's Staff



VEHICLES

Airship *Fahrenheit*

A flying vehicle from an era of mechanical civilization, salvaged from the Underwater Ruins by Rikku and the Al Bhed. In *FFX*, it is referred to only as "Airship," with the name *Fahrenheit* only revealed in the sequel, *FFX-2*.





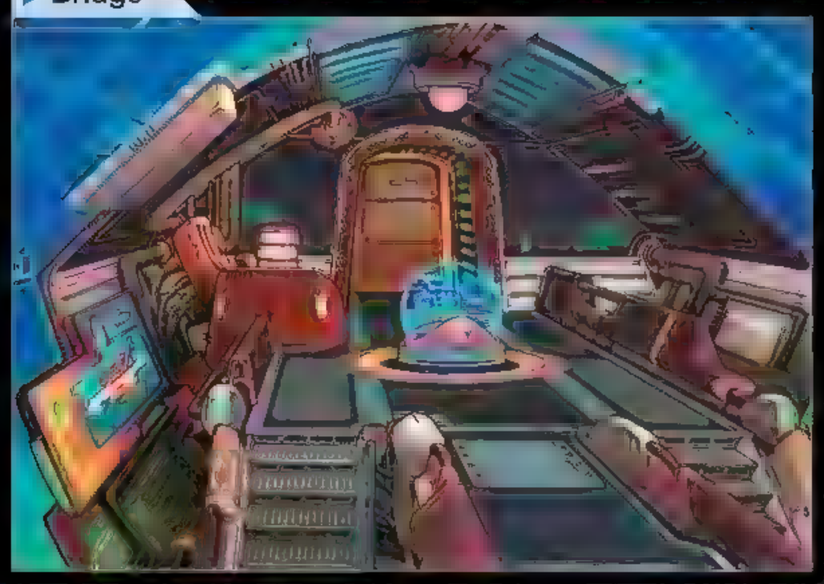
Outward Appearance



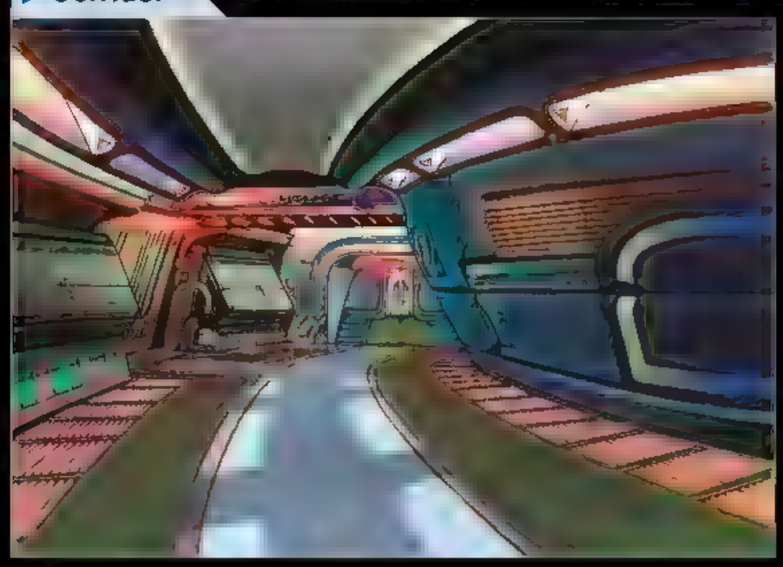
Sketch



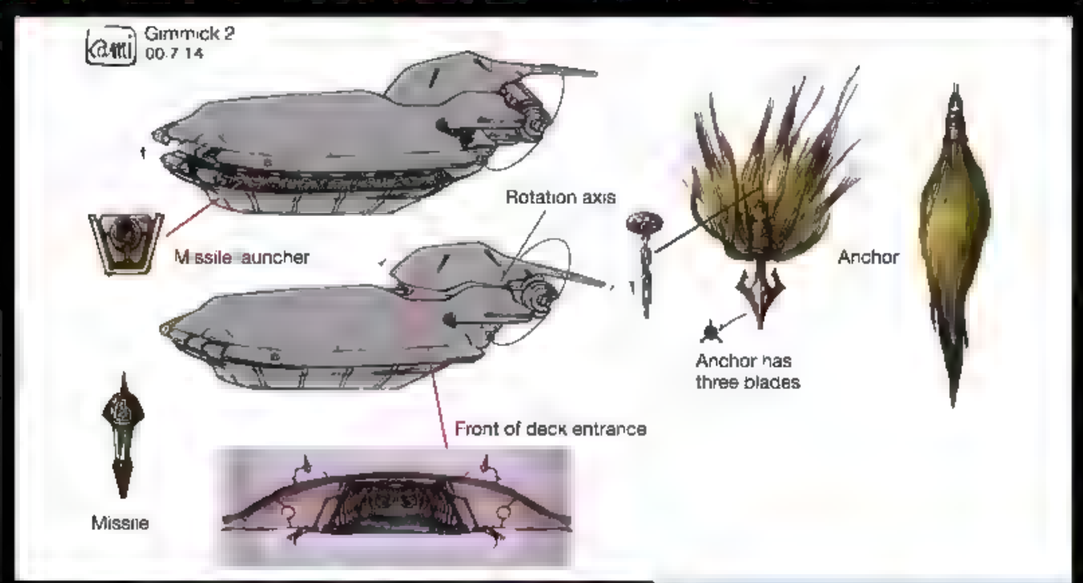
Bridge



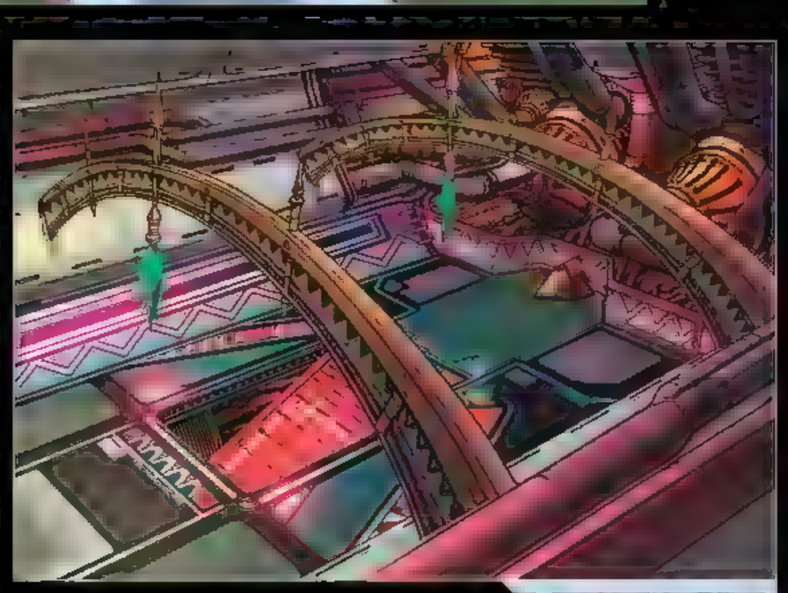
Corridor



Gimmick Model Sheets



Airship Bilge



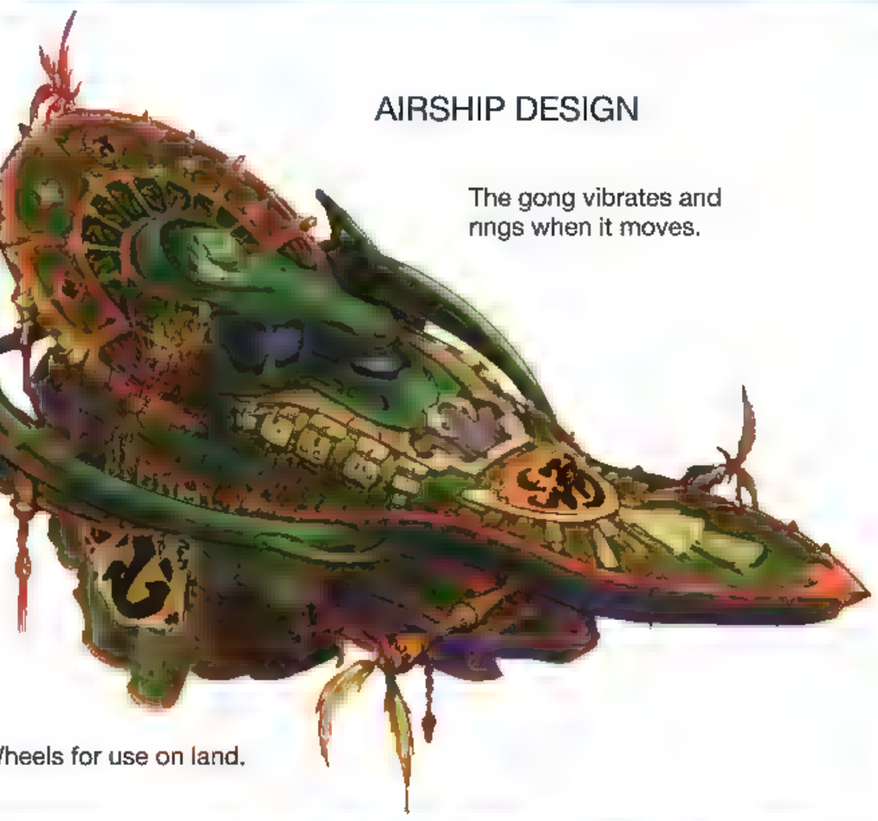
▶ Design ①

AIRSHIP DESIGN

The gong vibrates and rings when it moves.

Metal plates attached to it like armor.

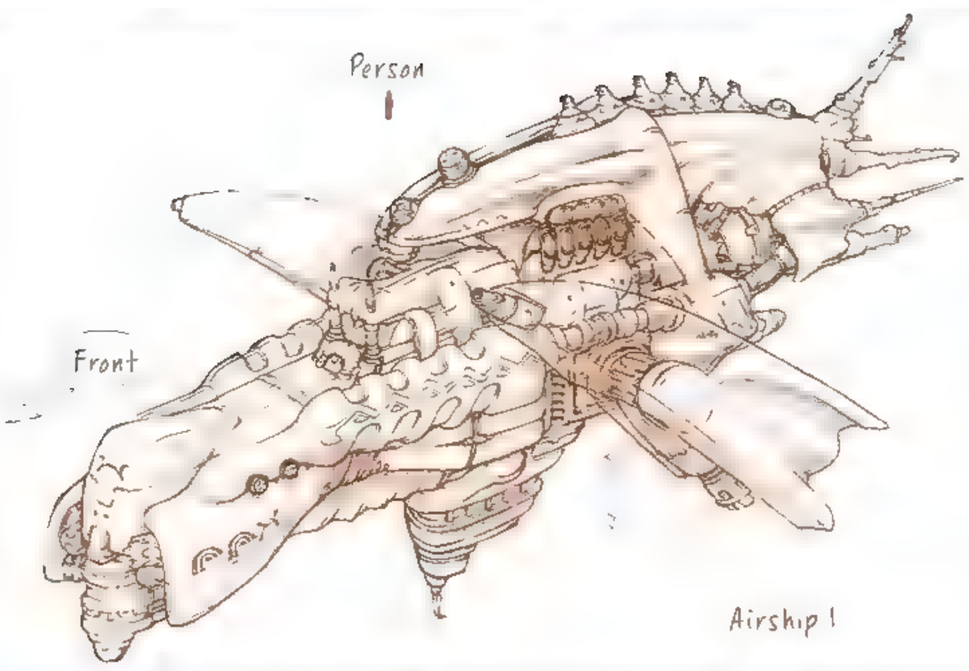
Wheels for use on land.



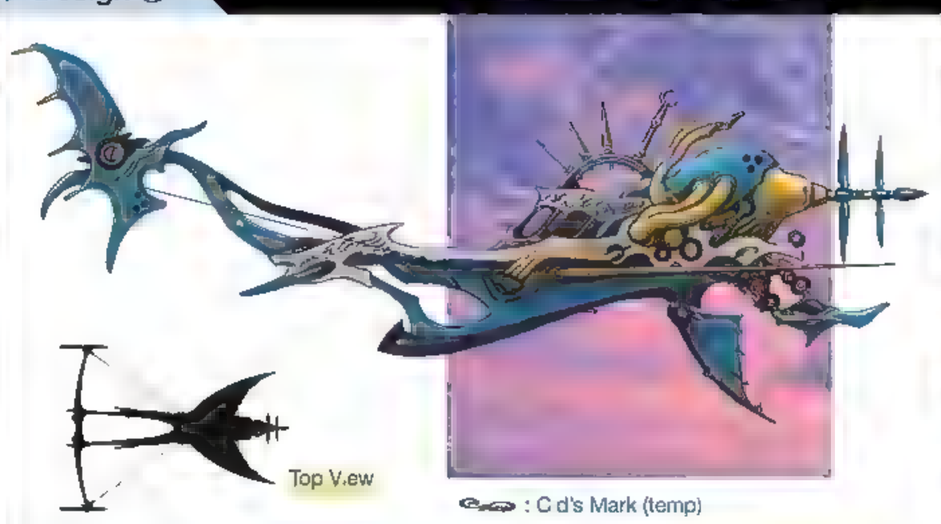
▶ Design ②



▶ Design ③



▶ Design ④



Note: A compact, lightweight, high-speed ship
The distinctive features of its fanciful fuselage are a twin-boom nose and vertical wings. The main wings and bottom wing can move and collapse, and the stern is equipped with an emergency lifeboat

Airship (proposal)

Ideas for the *Fahrenheit* were collected from multiple staff members, with the final design inspired by these suggestions. Concept ① became the basis for the final version, which also incorporated elements of ② through ④ into its design.

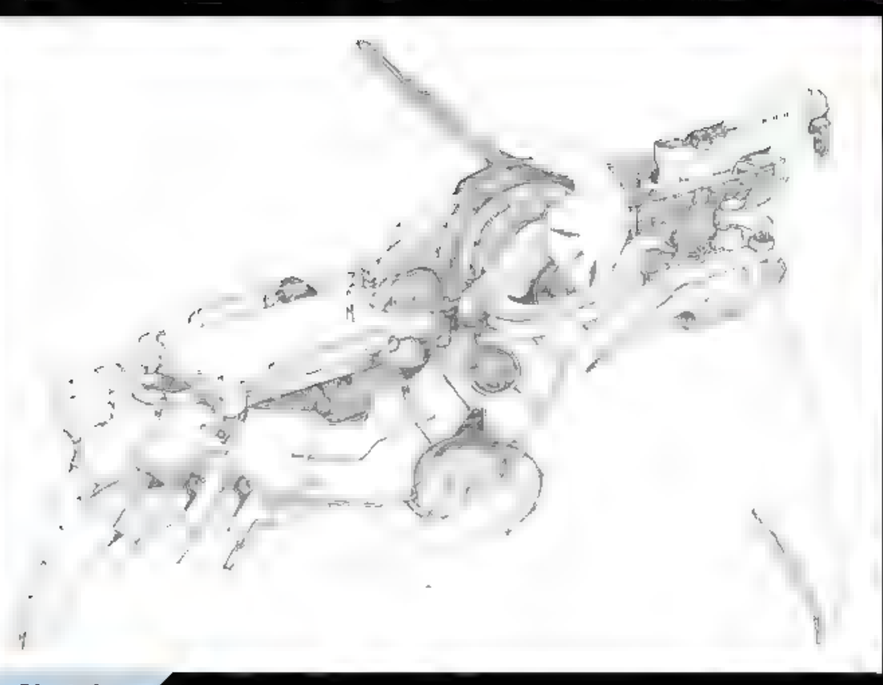


Salvage Ship

An Al Bhed vessel used to excavate underwater ruins. It is also a relic of a vanished mechanical civilization, and therefore its materials differ from those of the average Spiran vessel. Sphere monitors and Al Bhed writing can be found inside the ship, and this image goes into detail not shown in the actual game.



▶ Ship Interior

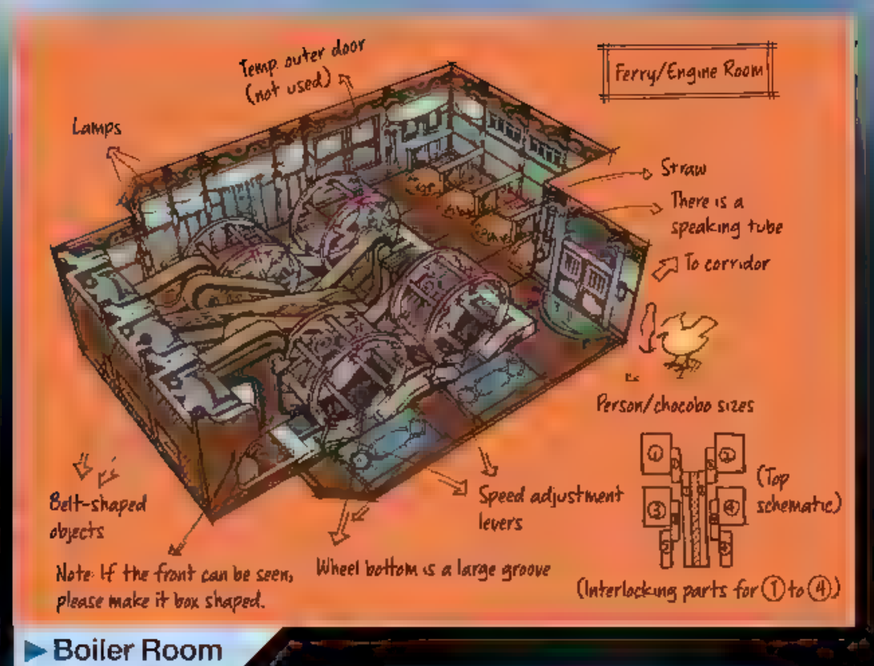


▶ Sketch

SS Winno

A ferry traveling between Kilika Island and Luca. Its engine room contains four wheels powered by running chocobos that turn the outer paddle wheels and propel the ship.





▶ Boiler Room

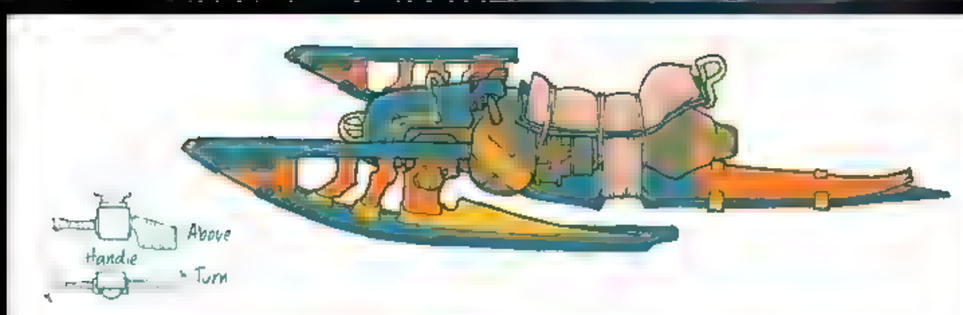
SS Liki

A ferry traveling between Besaid Island and Kilika. It has a shape similar to the SS *Winno*, but its sail is green and it comes equipped with a wire hook launcher on its deck.



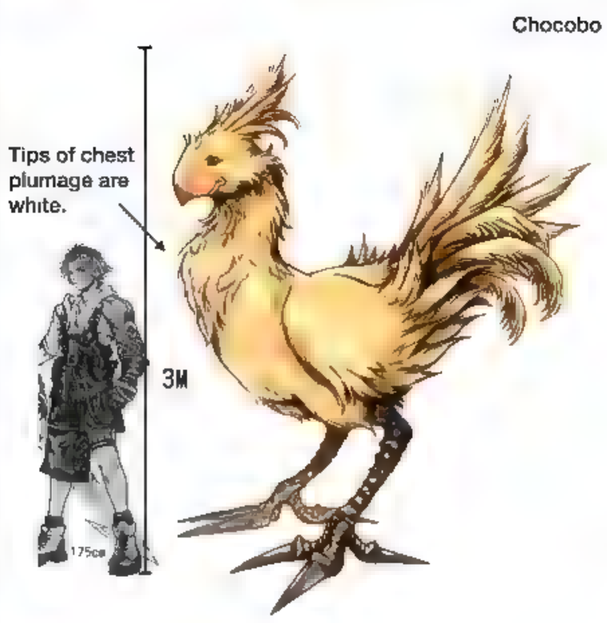
Snow Bike

A type of bike designed to travel across ice and snow, it is also used by the Al Bhed on Lake Macalania. Twisting the handle-mounted accelerator sends the rider rocketing forward.





Chocobo







Chocobo

Large birds with amazing running abilities, chocobos are used as mounts, boat power sources, and more. The Crusaders' Chocobo Knights division equips the birds with armor (as shown at right) to protect them from enemy attack.

Shoopuf

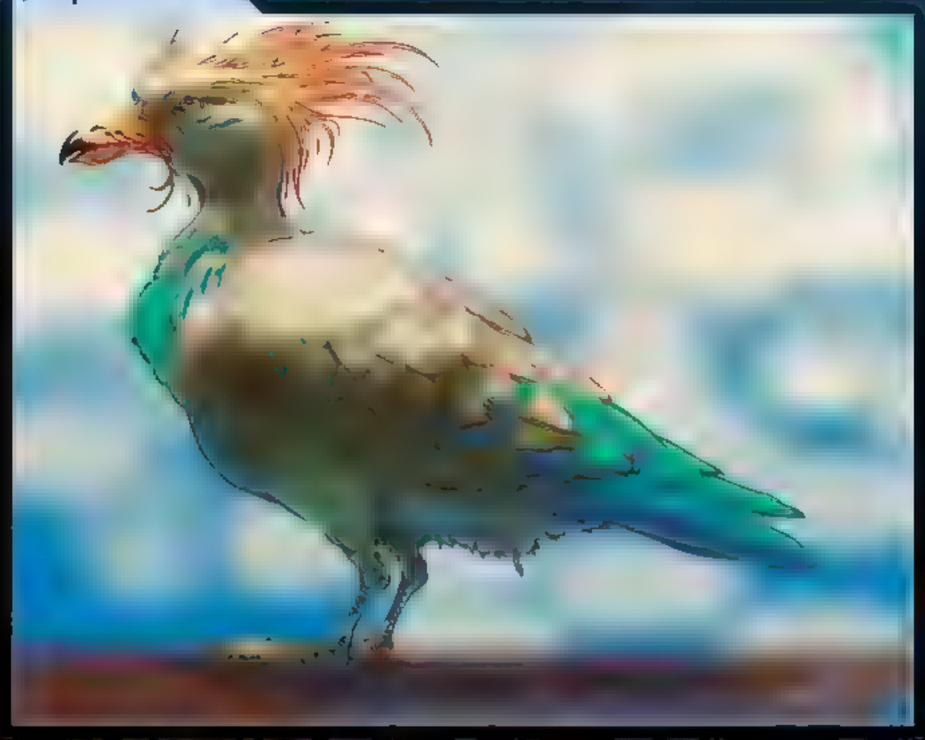
A beast sporting a peculiar coiled nose that lives on the banks of the Moonflow. The human silhouette beneath it helps illustrate just how massive these creatures can get.

▶ Initial Design

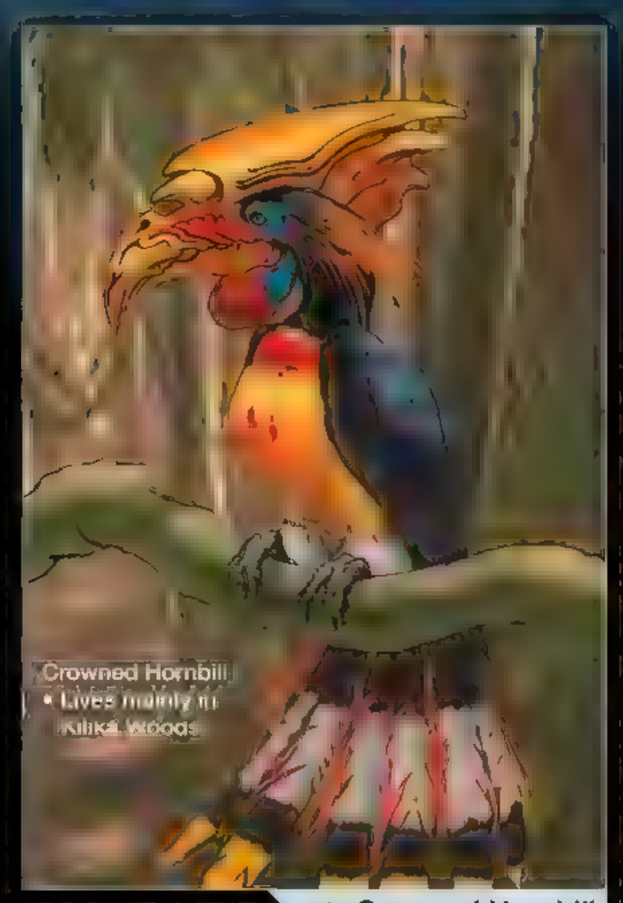


ANIMALS

▶ Spiran Gull

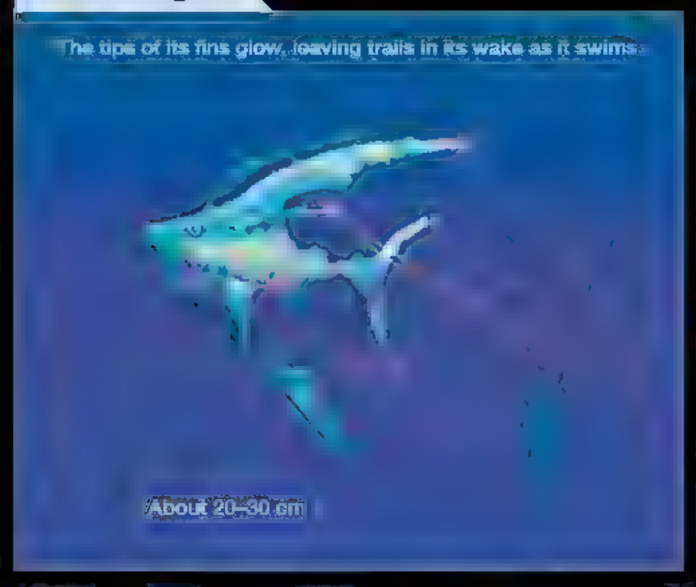


In the game, Spiran gulls appear on the Calm Lands, while monkeys show up at Djose Temple. Animals other than the monkey and the Spiran hippo appear as patterns on coins tossed with the Spare Change ability.



▶ Crowned Hornbill

▶ Neon Angel



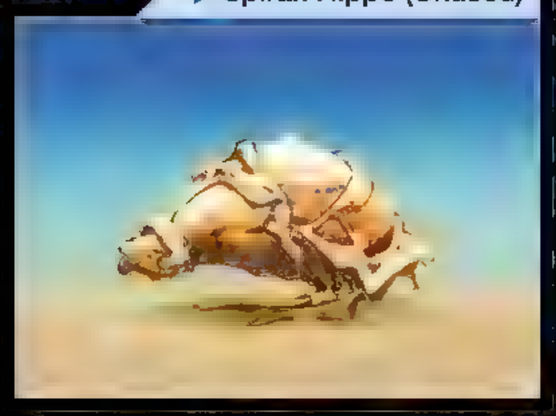
▶ Monkey





▶ Gazelle

▶ Spiran Hippo (Unused)

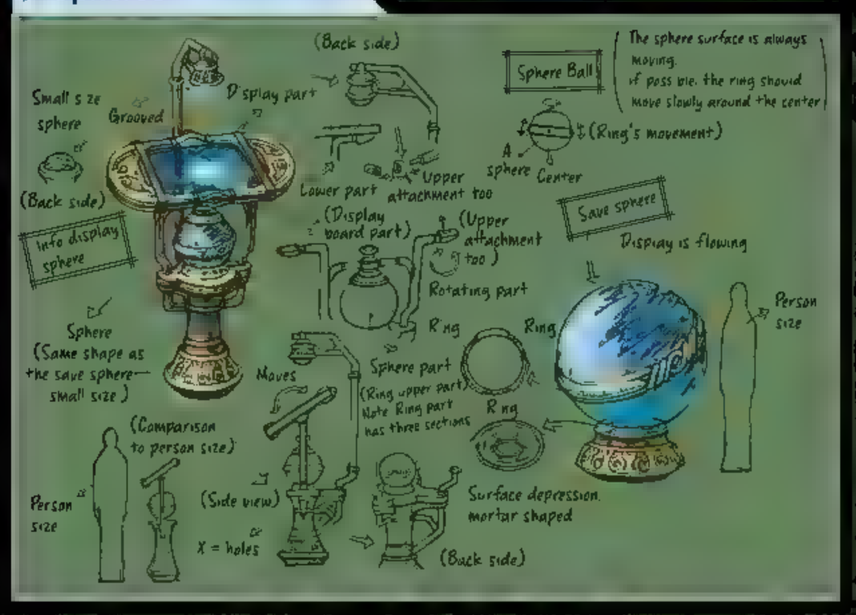


ITEMS

▶ Treasure Chest



▶ Spheres



OTHER MODEL SHEETS



Antique Map

A map bearing names written in Yevon script, displayed when using the game's map item. The figures of Yunalesca and Zaon are drawn in the left and right borders.

Crusader Emblem

The emblem worn by the Crusaders, soldiers pledged to combat the fiends. The words in Spiran script translate to "wisdom" on the left and "bravery" on the right.



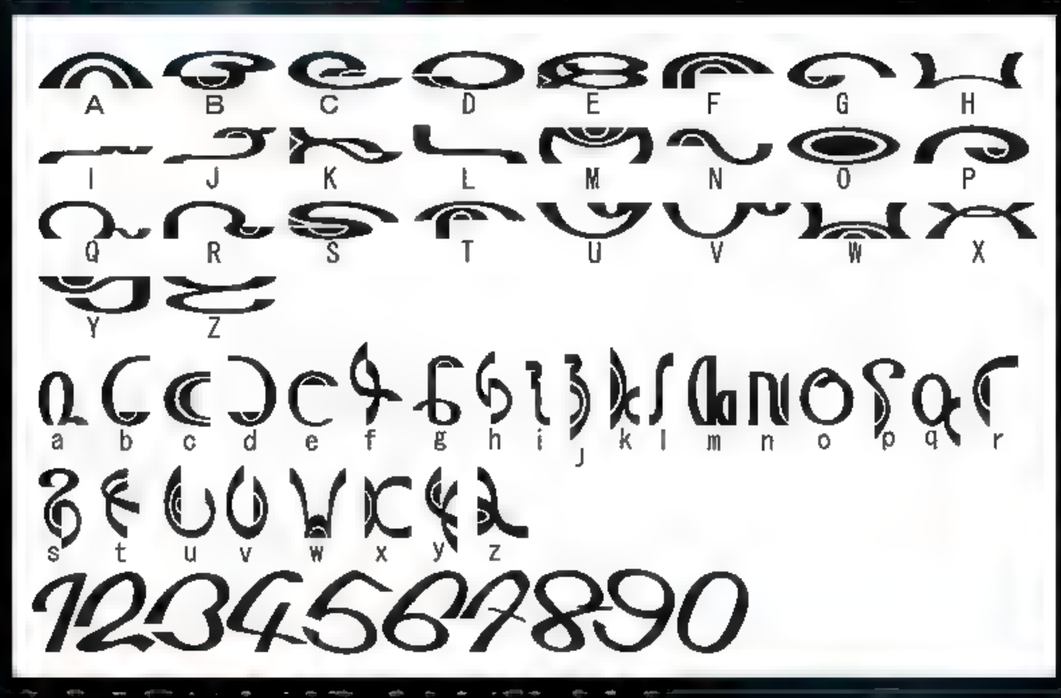
Tide Logo Concept

This logo debuted at the Square Millennium Event held in 2000. It differs from the final logo back illustration.



Spiran Script

A curvy script used all across Spira. Characters exist for each uppercase and lowercase letter.



Al Bhed Script

The script used by the Al Bhed, distinctive for its combination of two to four fragments to make each character. Uppercase and lowercase variations are very similar across the characters.



Yevon Script

Characters resembling Sanskrit that are used predominantly in Yevon institutions. Some characters have their own individual meanings, such as "fire" or "Yevon."



Blitzball Team Emblems

Various blitzball team logos designed to reference the logos of sports teams. Two of these team emblems did not make it into the final game.

▶ Zanarkand Duggles



▶ Zanarkand Abes



▶ Blitzball Logo





▶ Besaid Aurochs



▶ Luca Goers



▶ Kilika Beasts



▶ Al Bhed Psyches



▶ Ronso Fangs



▶ Guado Glories



▶ Yocun Nomads (Unused Team)



▶ Bevelle Bells (Unused Team)

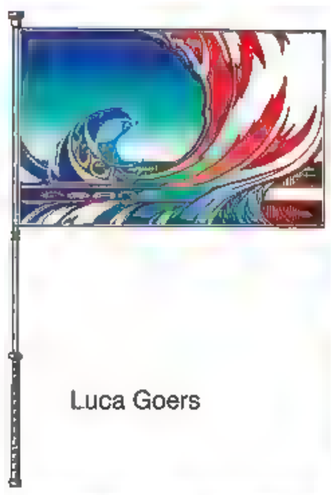
Team Flags

▶ Besaid Aurochs



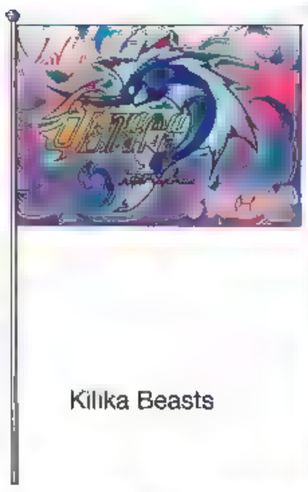
Besaid Aurochs

▶ Luca Goers



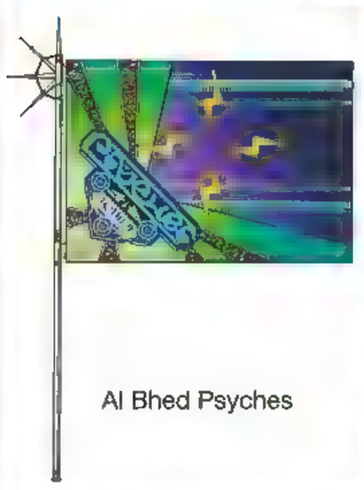
Luca Goers

▶ Kilika Beasts



Kilika Beasts

▶ Al Bhed Psyches



Al Bhed Psyches



Ronso Fangs

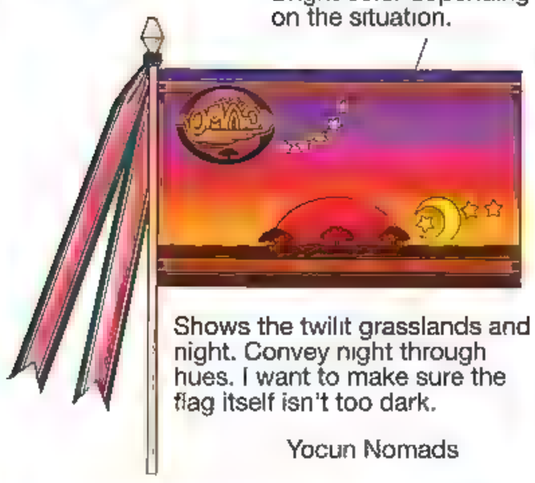
▶ Ronso Fangs

Guado Glories



▶ Guado Glories

Bright color depending on the situation.



Shows the twilit grasslands and night. Convey night through hues. I want to make sure the flag itself isn't too dark.

Yocun Nomads

▶ Yocun Nomads (Unused Team)



Bevelle Bells

▶ Bevelle Bells (Unused Team)

BLITZBALL PLANNING MATERIALS



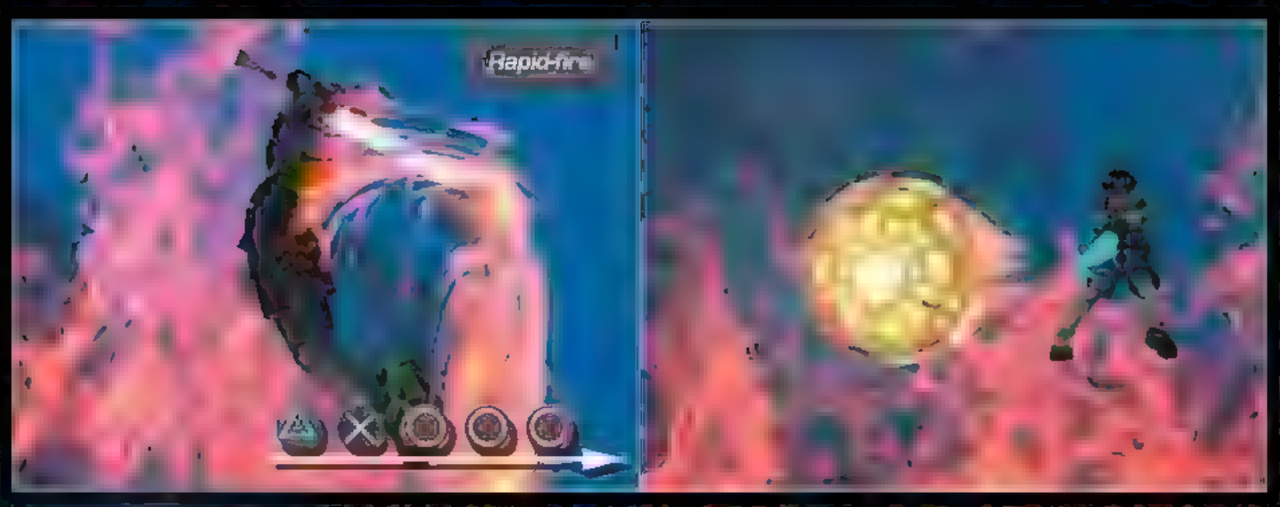
Team Composition Screen

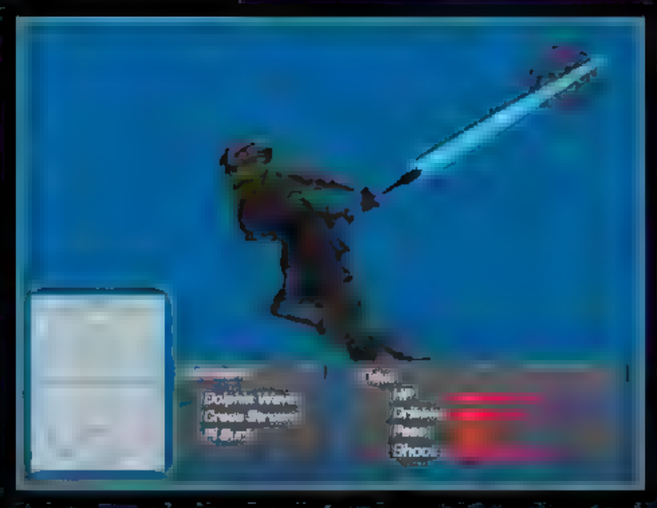
A screen created to demonstrate the menu on which the player assembles their team, including player substitutions and changing plays. The player list is displayed on the left side, and blitzball player parameters and formations are displayed on the right.



Dribble Screen

An image of the screen shown when a player dribbles the ball. Users can check the general view, commands, and parameters. One suggestion involved throwing players into battle during a match using a weapon to fight, as seen in the screen below.





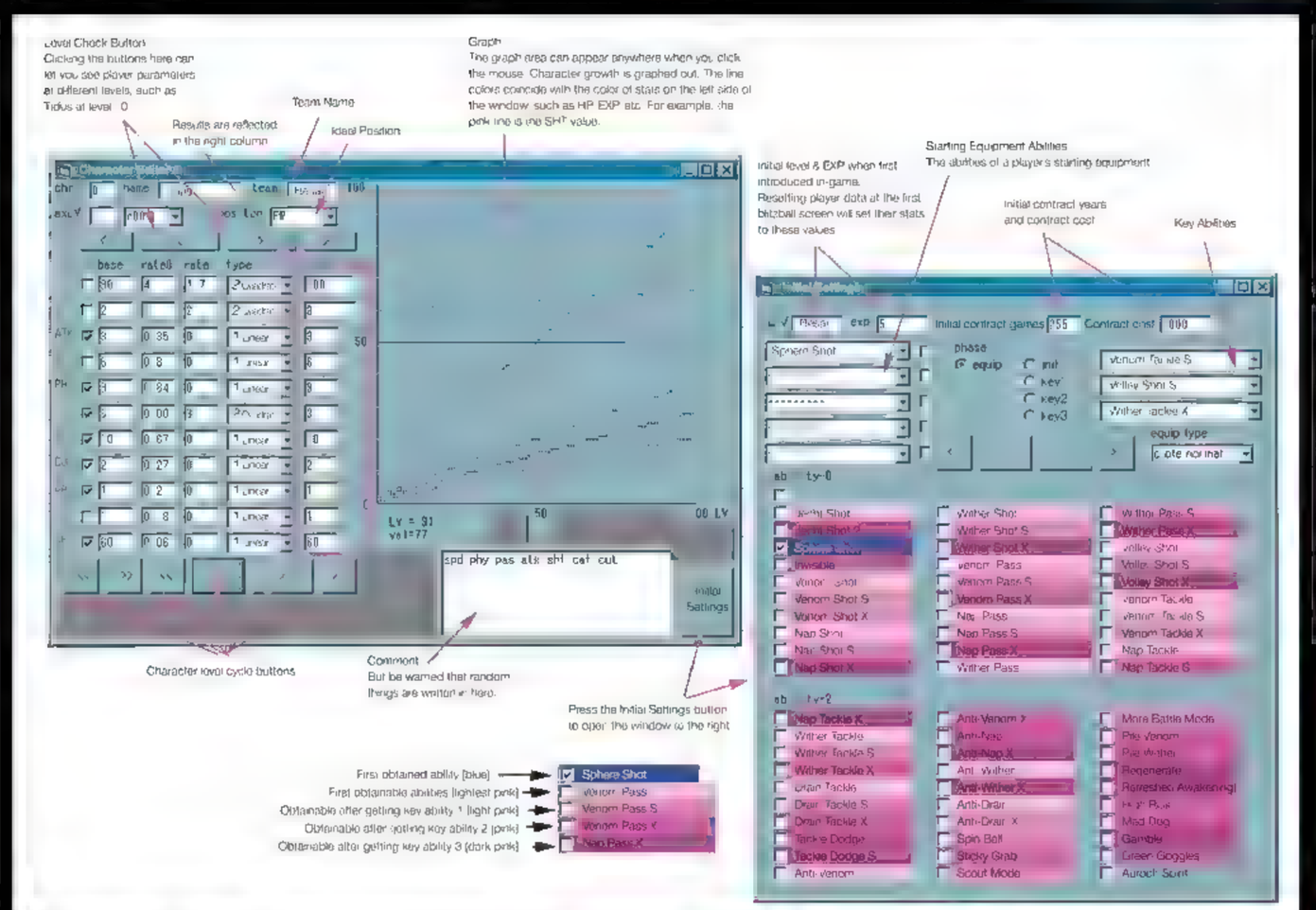
Special Shots

An idea for powerful shot abilities used by the ace players on each team. Developers considered a gimmick where by pressing buttons in the right order or with precise timing, players could unleash a powerful, flashy-looking shot.

Encounter Screen

The screen that comes up when an enemy gets in the way while dribbling. Minute details—such as the colors of ally and enemy parameter bars and a method of displaying text—are indicated here.

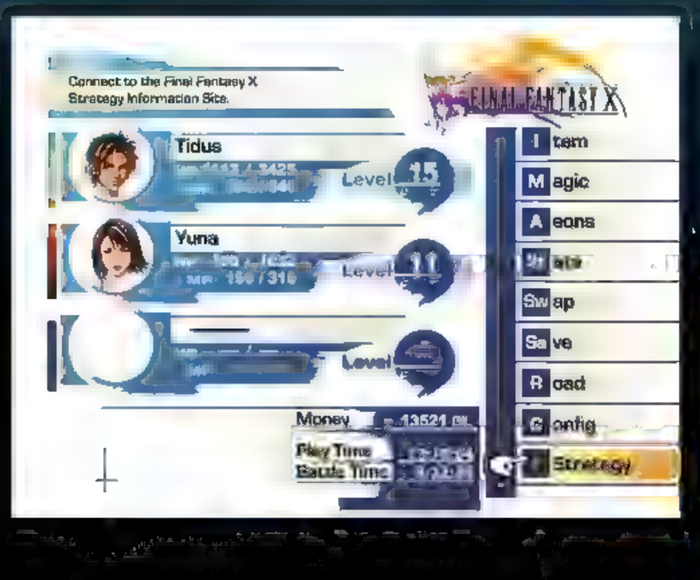




Player Data Editor

The data for in-game blitzball player appearances was created with a tool like this. On the left is a screen for adjusting parameters, showing the growth vectors in graph form. On the right is a screen to change settings related to initial levels and ability acquisition.

SYSTEM PLANNING MATERIALS



Menu Screen Development

The menu screen went through several designs during development. The Strategy section on the left screen would have had players use the internet to connect to the official site to view strategy information, but this was cut from the final game.



Battle Screen Development

The middle box, with character names and numbers, would show CTB turn order and wait time. Ultimately the numbers were cut, instead showing character profiles in play order.

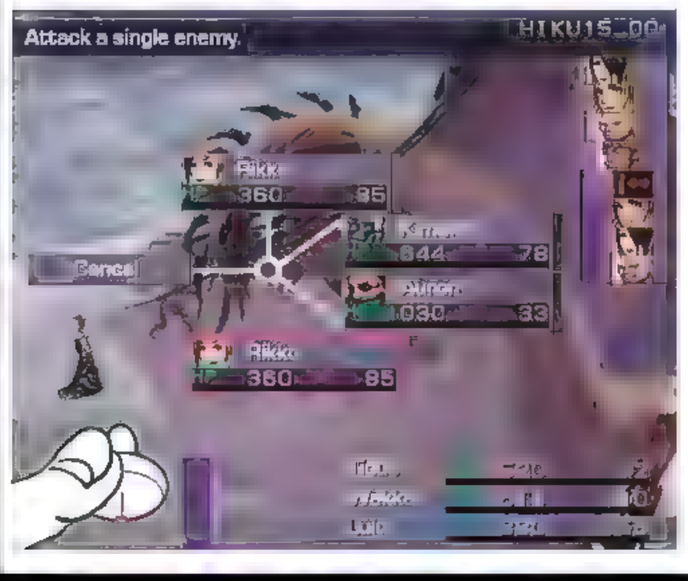


Member Change Control Idea

An unused idea for alternating between battle members. Pushing the analog stick before letting it return to the center would allow the player to quickly change to the party member located in that direction.

- Interface idea using the analog stick alone.
- Like the shortcut key interface for 3D CG tools, you can quickly select options with a single action of a single finger (3D CG tool designers will tell you that this seems easy to use).
- Once you get used to it, you can choose options with a quick flick.

- Pushing the analog left (or right) stick in any direction will cause the command panel to open up automatically.
- On the command panel, standby characters are in up, down, upper right and lower right directions, and flicking to the left cancels the panel.
- The panel in the direction the stick is tilted gets highlighted (as a temporary selection).
- The image below shows the stick tilted downward.



Tattoo System Explanation Images

A design document covering a character growth system proposed at the start of development. The player would unlock two squares with every new level and could affix tattoos in these squares to raise AP and allow the learning of new abilities. This idea did not survive into the final game.

MENU SCREEN

- There's a 100 x 100 grid on a character's back. This is the area where tattoos can be drawn (but all 100 x 100 space cannot be used immediately).
- The explanatory drawing below uses an 8 x 8 grid for the sake of convenience, but there will actually be a 100 x 100 grid in practice.
- In other words, players will enjoy the thrill of sticking whatever tattoos they want into this space.

▶ Tattoo Arrangement Example

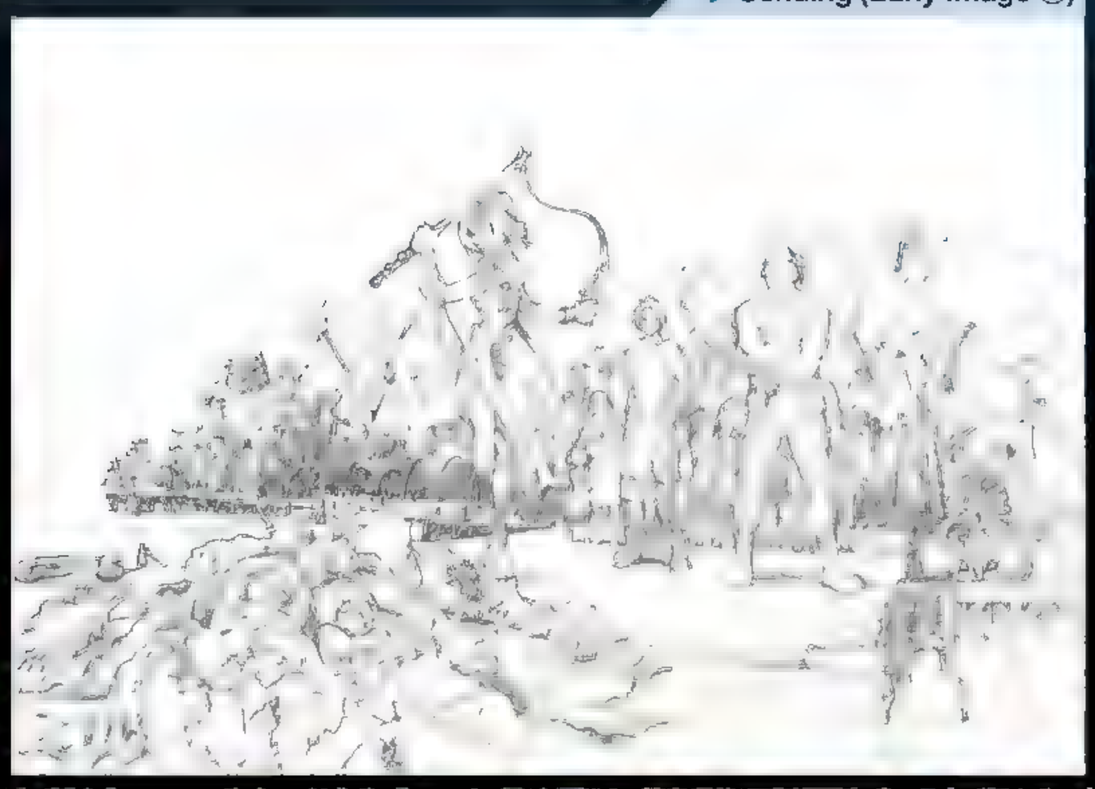
▶ Tattoo Patterns

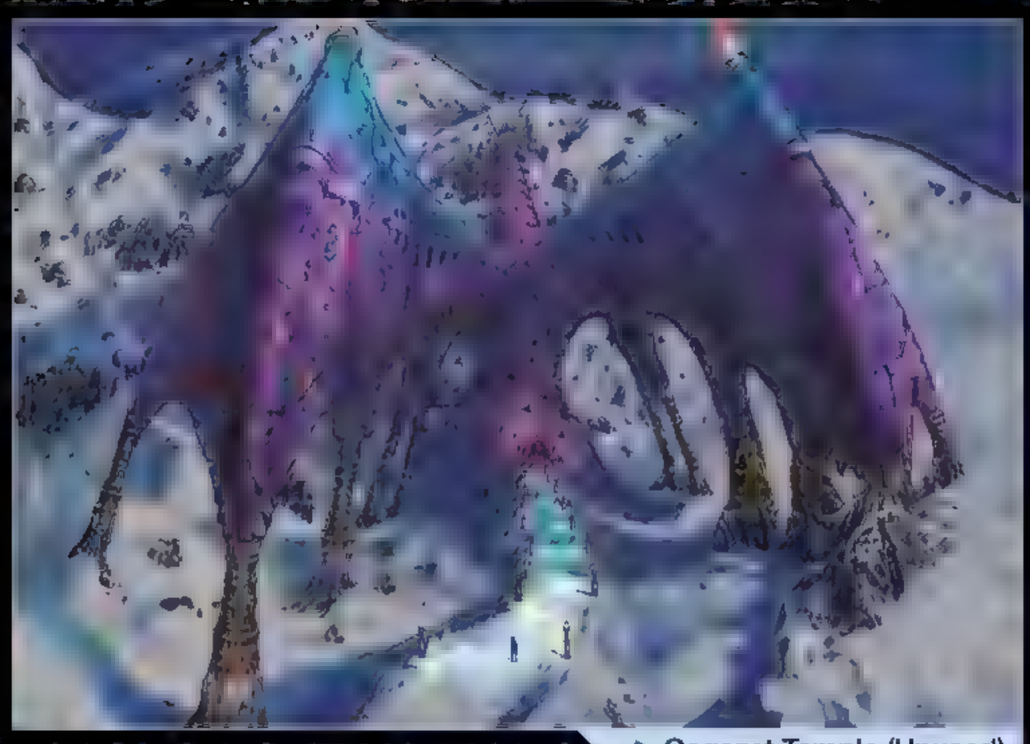
IMAGE BOARDS

▶Sending (Early Image ①)



▶Sending (Early Image ②)



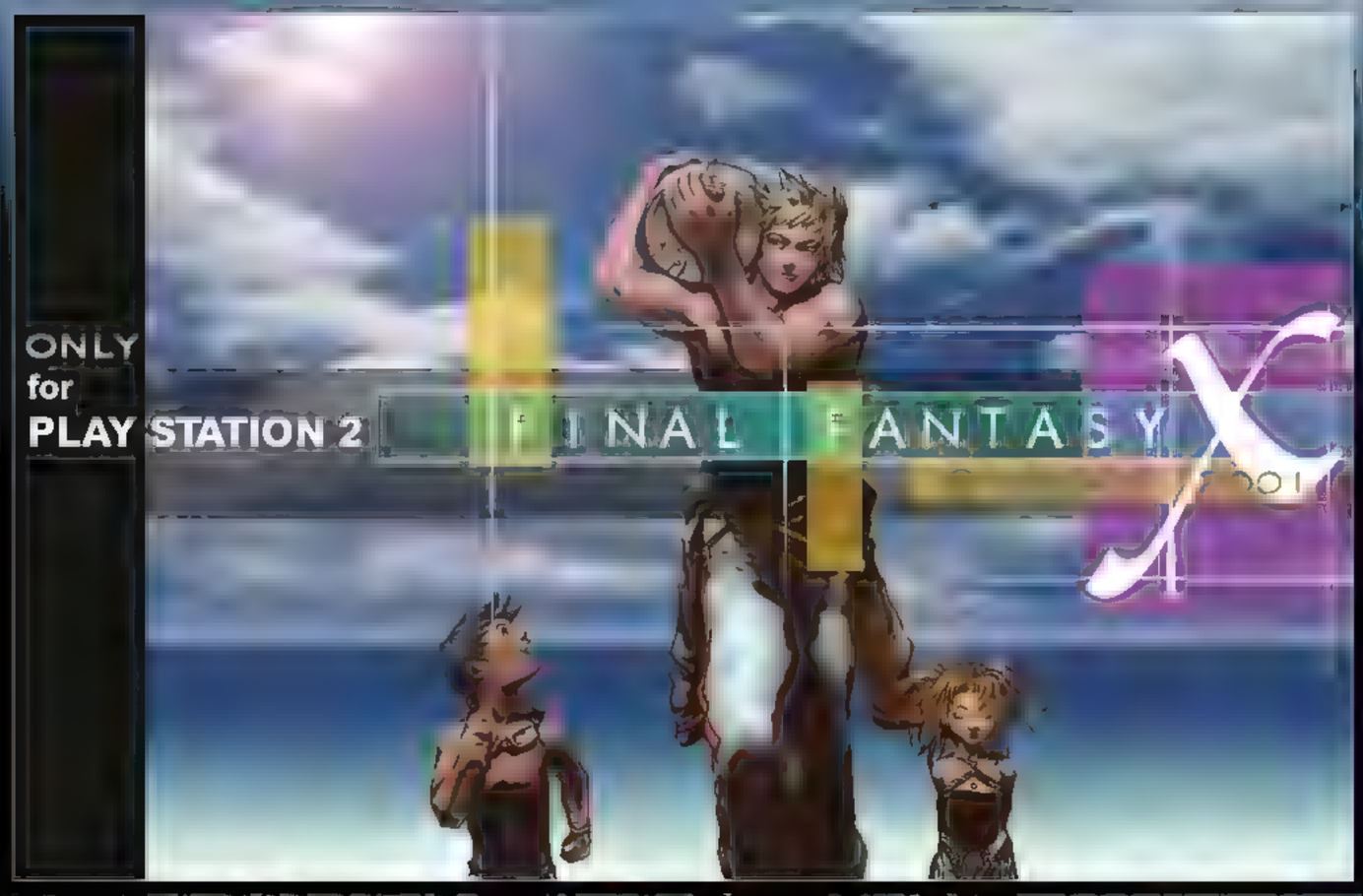


▶Gagazet Temple (Unused)

▶At the Sacred Spring

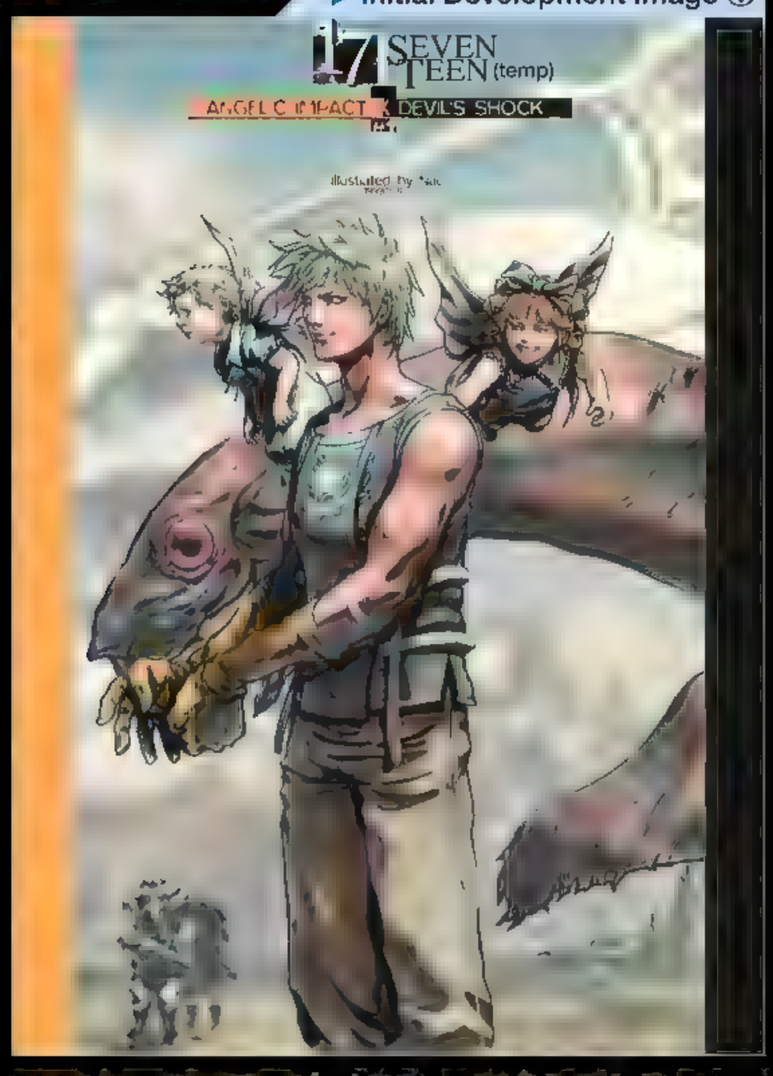


Square Millennium Announcement Illustrations



Production on *Final Fantasy X* was announced at the Square Millennium Event held on January 29, 2000. The illustration at left was created for the reveal by world art director Yusuke Naora, using the ocean as a motif.

▶ Initial Development Image ①

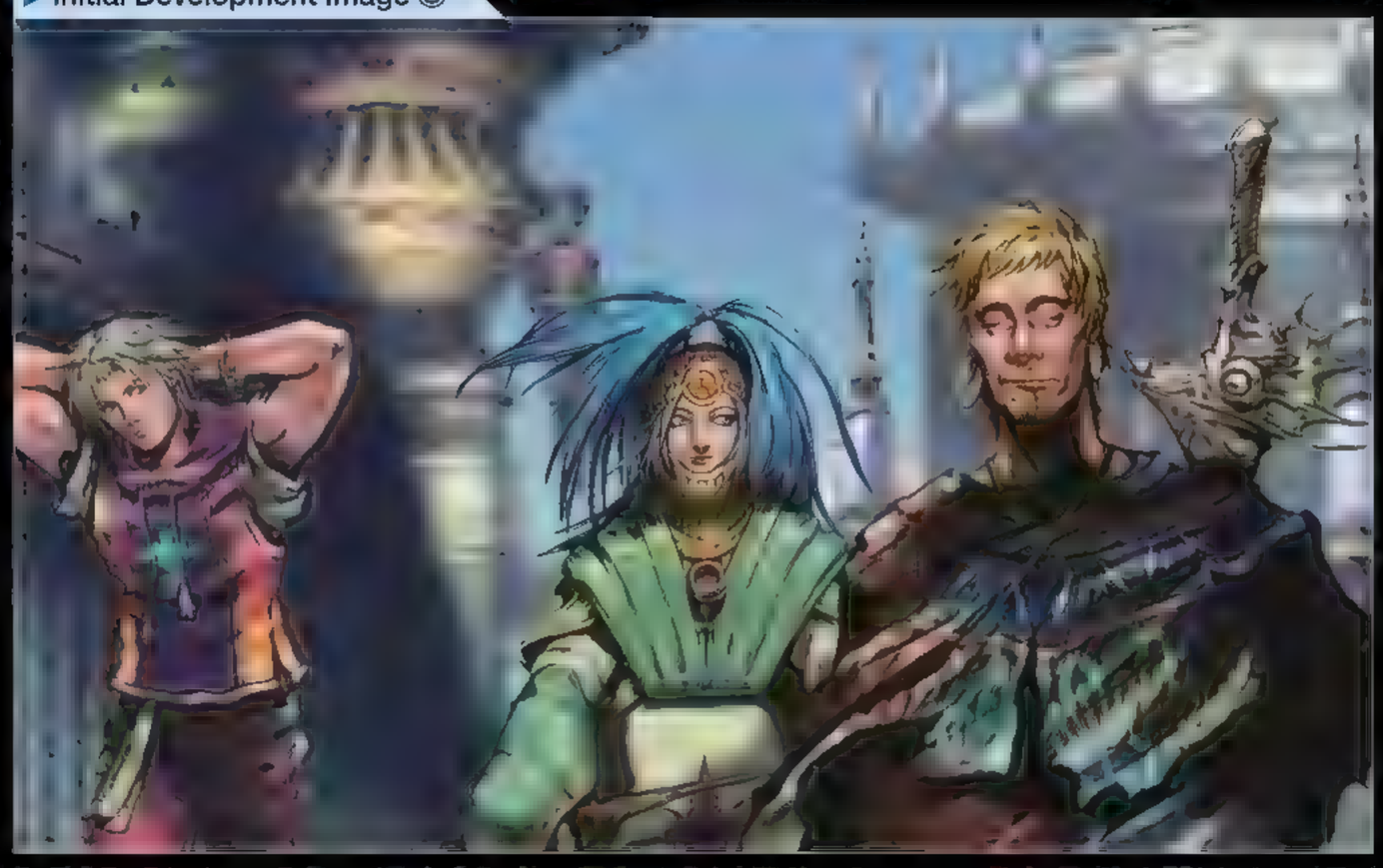


▶ Initial Development Image ②



The label "17 SEVEN TEEN" on illustrations ① and ② was a temporary title early in *FFX*'s production. This story setting differed from the final game: the protagonist would travel the world seeking a way to cure an epidemic that killed people when they reached the age of seventeen.

▶ Initial Development Image ③

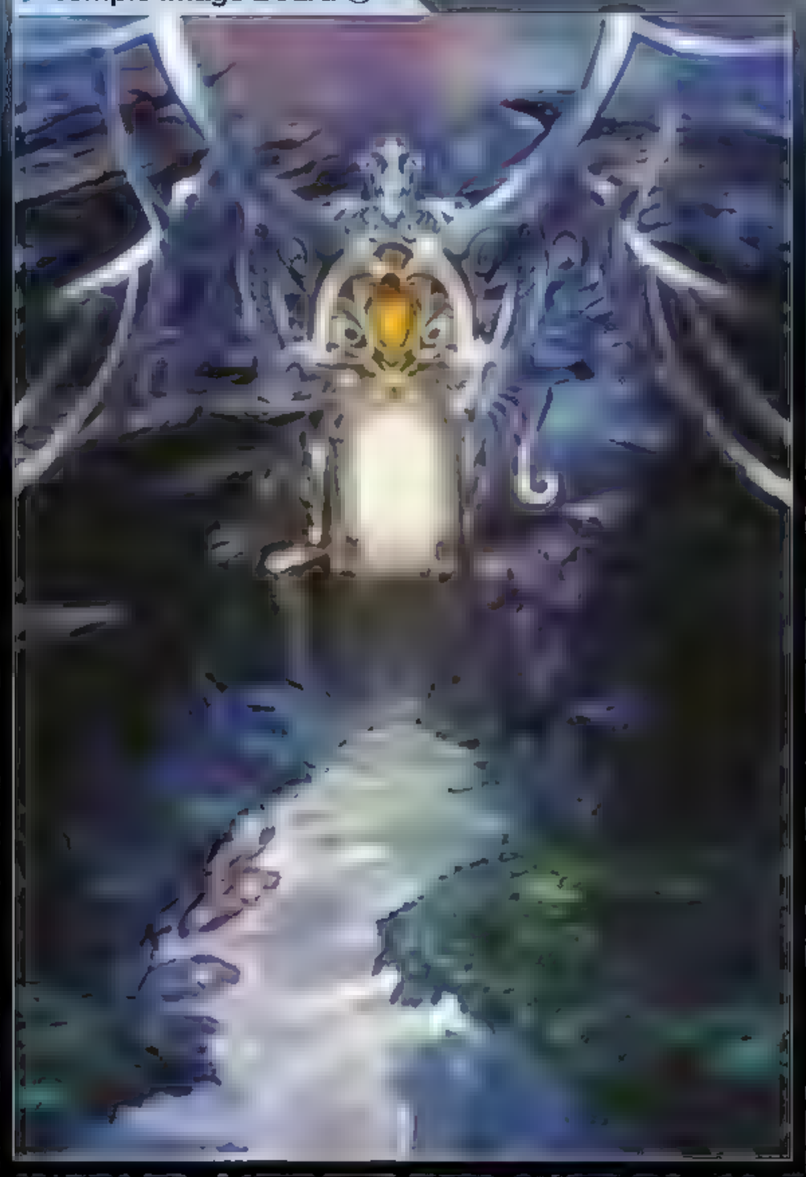


▶ Initial Development Image ④



Image illustrations ③ and ④ were drawn before the main characters had been finalized, but both included a blond boy who resembled Tidus. The woman and demon in illustration ④ evoke the image of a summoner and her summon.

▶Temple Image Board ①



▶Temple Image Board ②



A depiction of priests hiding their faces behind masks and a character looking much like *FF*'s series staple, the Black Mage. They suggest an atmosphere of suspicion, unlike the Yevon priests in the final game.

IMAGE ILLUSTRATIONS AND CG ROUGH SKETCHES

▶Tidus CG Image Rough Draft



▶Tidus and Yuna



A rough sketch of the Tidus and Yuna illustration, drawn by character designer Tetsuya Nomura. Tidus's right hand is also cut off in the final version (shown on page 8).

Tidus and Yuna in the Sacred Spring



Tidus and Wakka



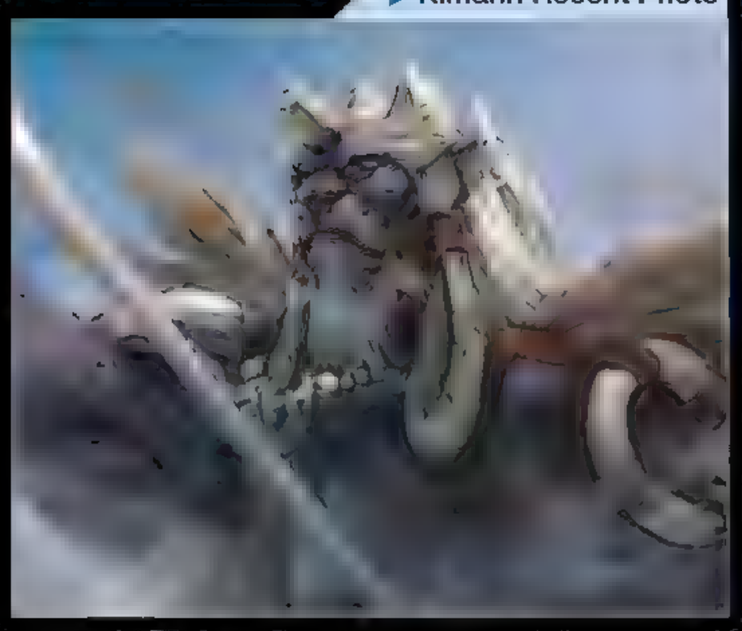
A drawing made for Wakka's CG image. Tidus and Wakka regard the water from the shoreline. This rough sketch was never used, with Wakka's CG instead becoming a huddle with the Besaid Aurochs (shown on page 27).

Kimahri and Crew on the Moonflow

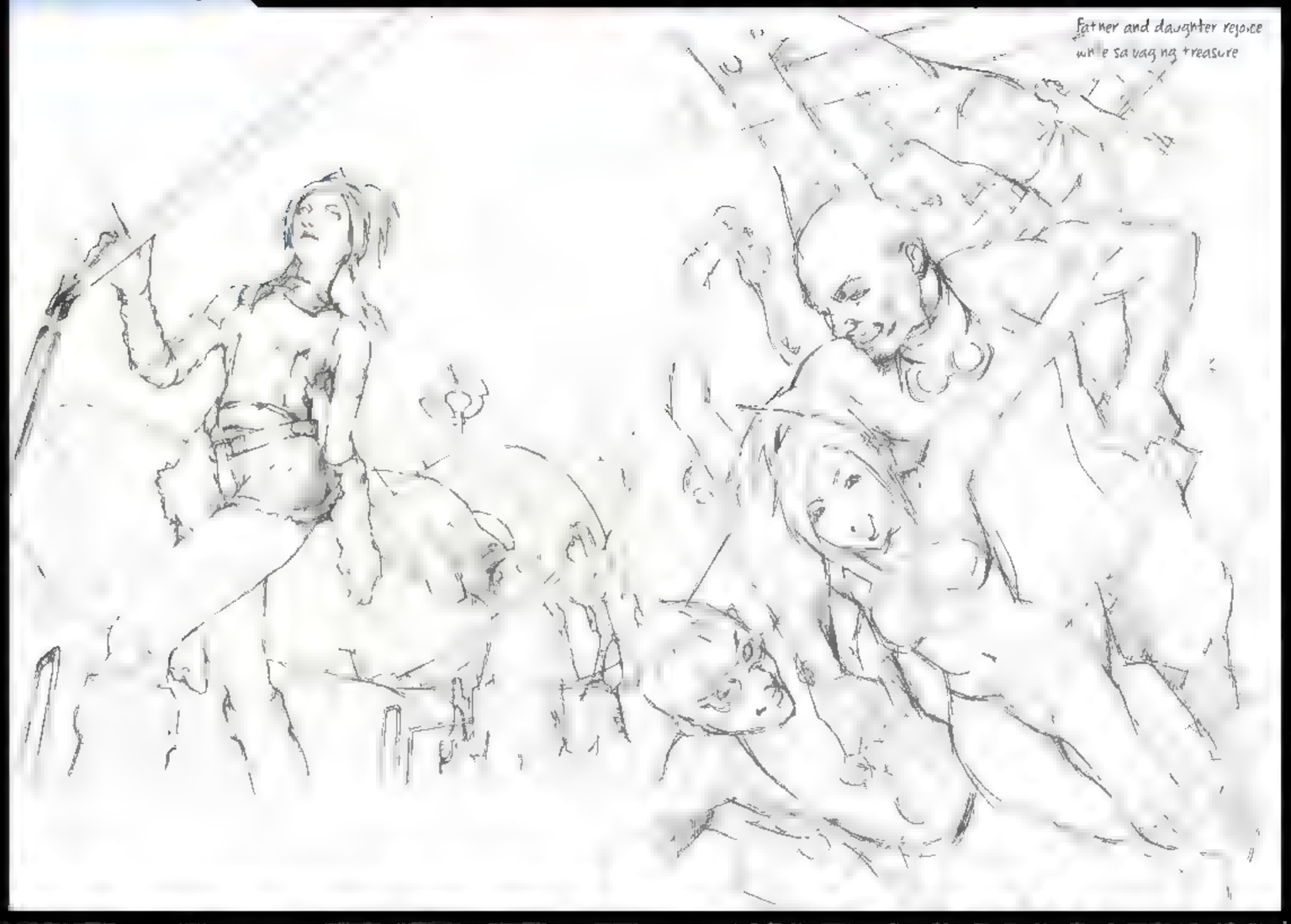


An illustration drawn for a CG image showing Kimahri's party crossing the Moonflow aboard a shoopuf. In the final version (shown on page 31) Kimahri and Yuna stand together gazing at the river.

Kimahri Recent Photo



Rikku's Family

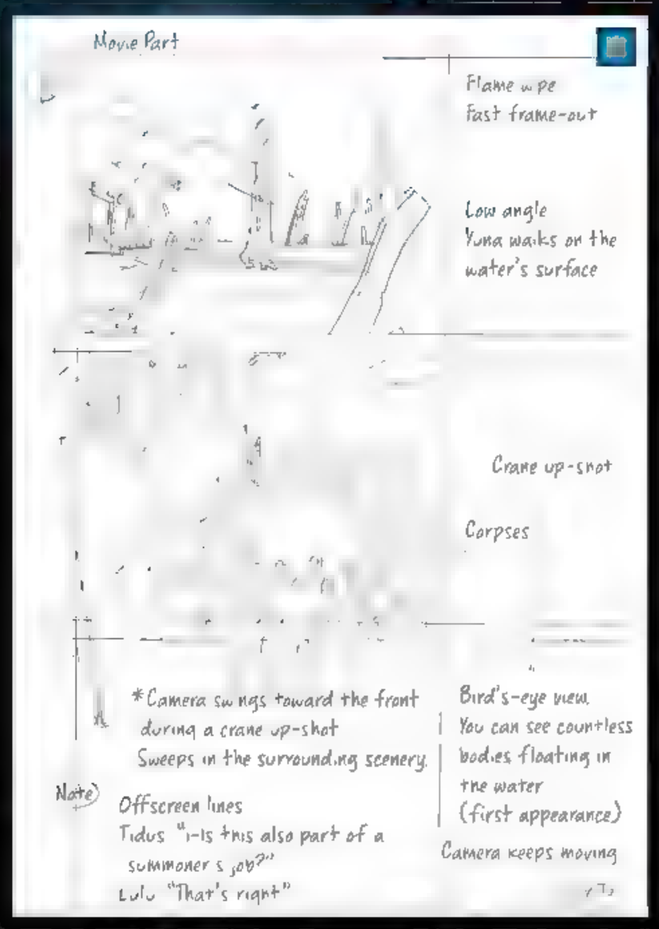


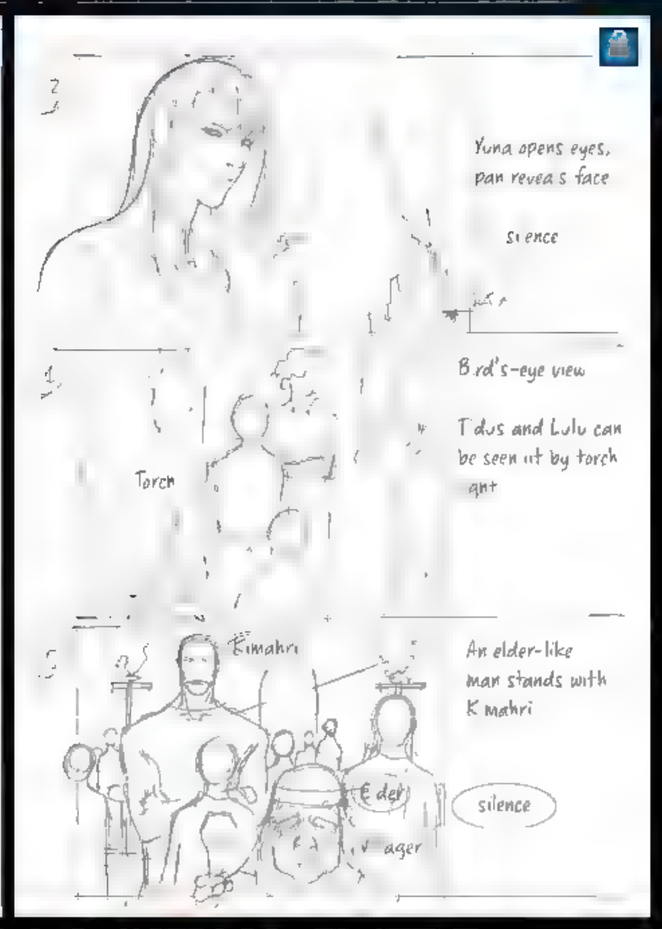
On the left are CG rough sketches, with Rikku's pose changing slightly in the final version (shown on page 36). To the right, an unused sketch depicts Rikku rejoicing over a treasure haul.

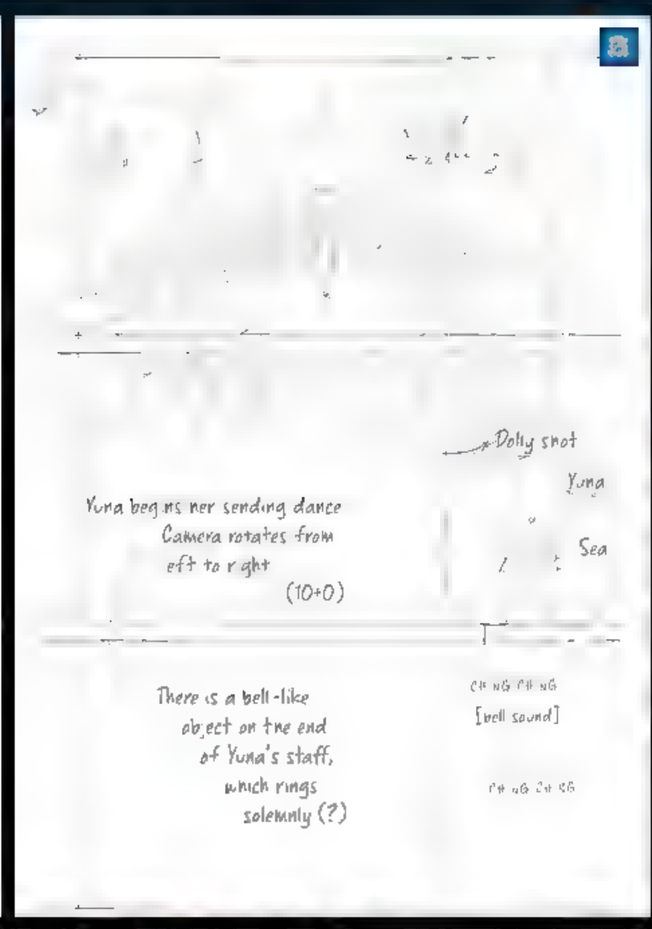
MOVIE STORYBOARDS

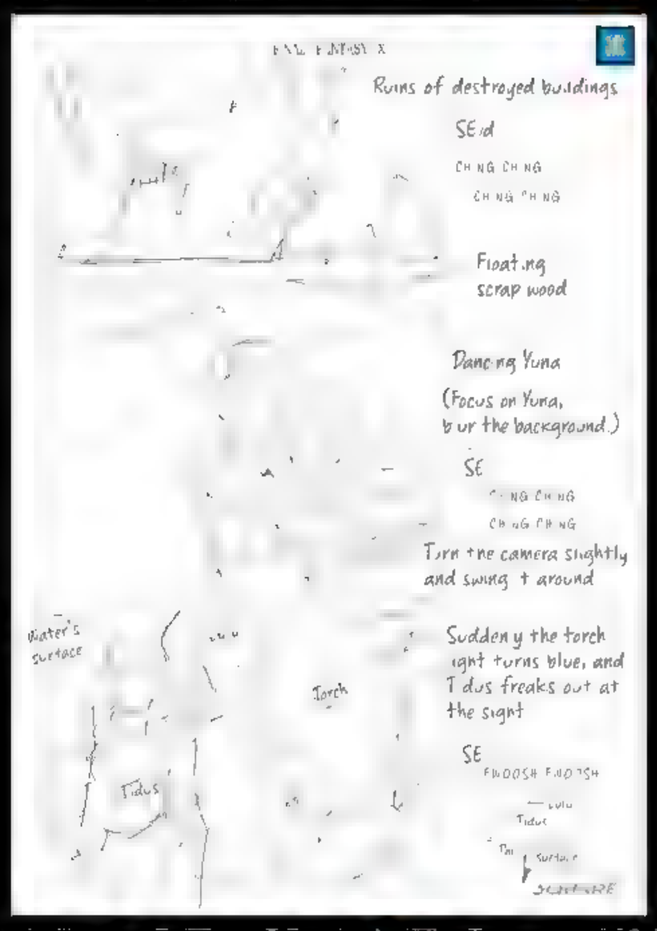
The Sending

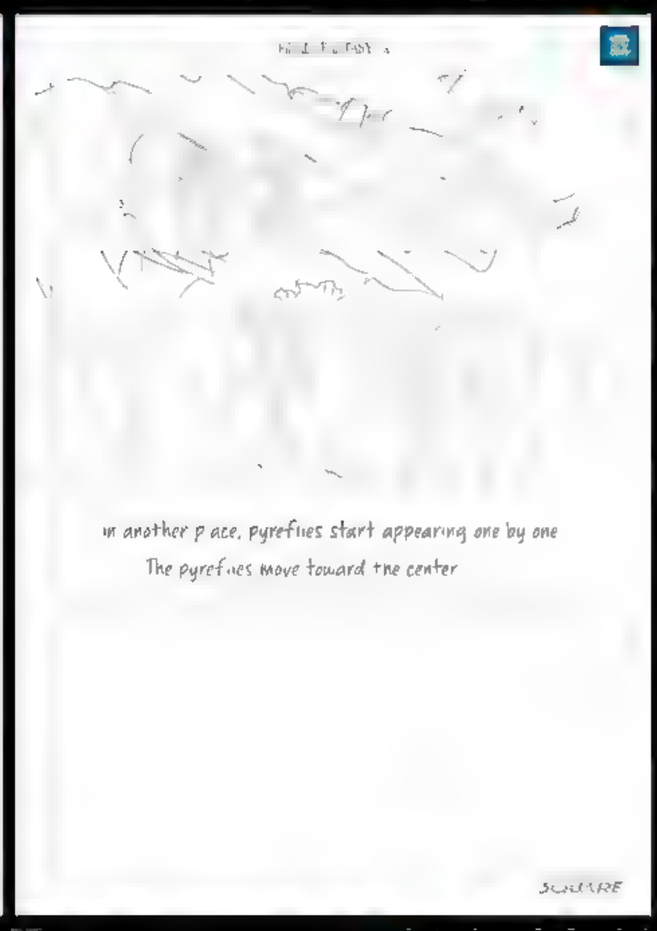
Storyboards depicting the scene in which Yuna visits Kilika Island and performs her first sending. It explains Yuna's movements while dancing on the surface of the water, the ringing of the bell attached to her rod, and more.

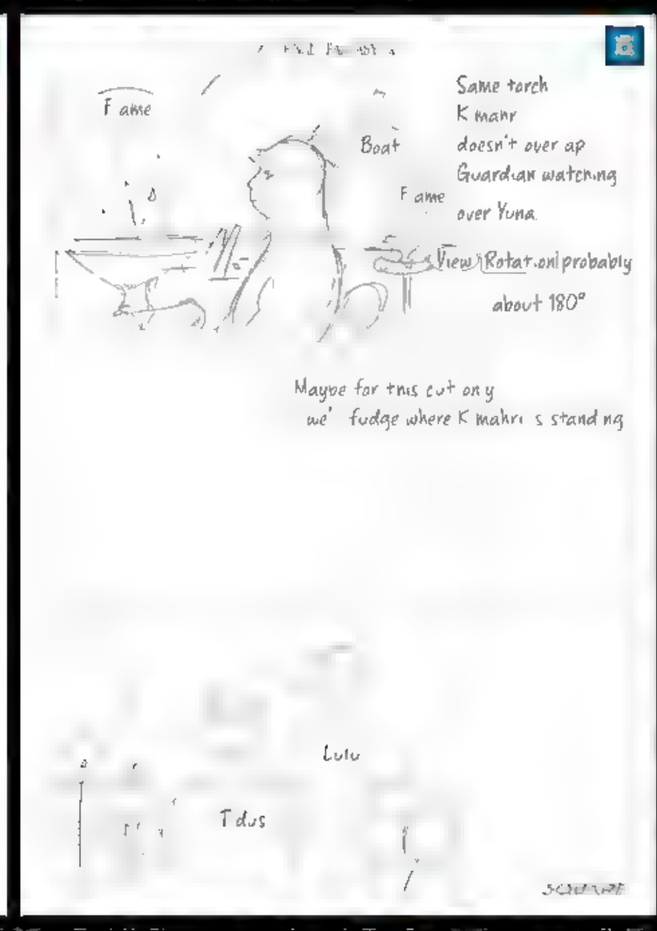


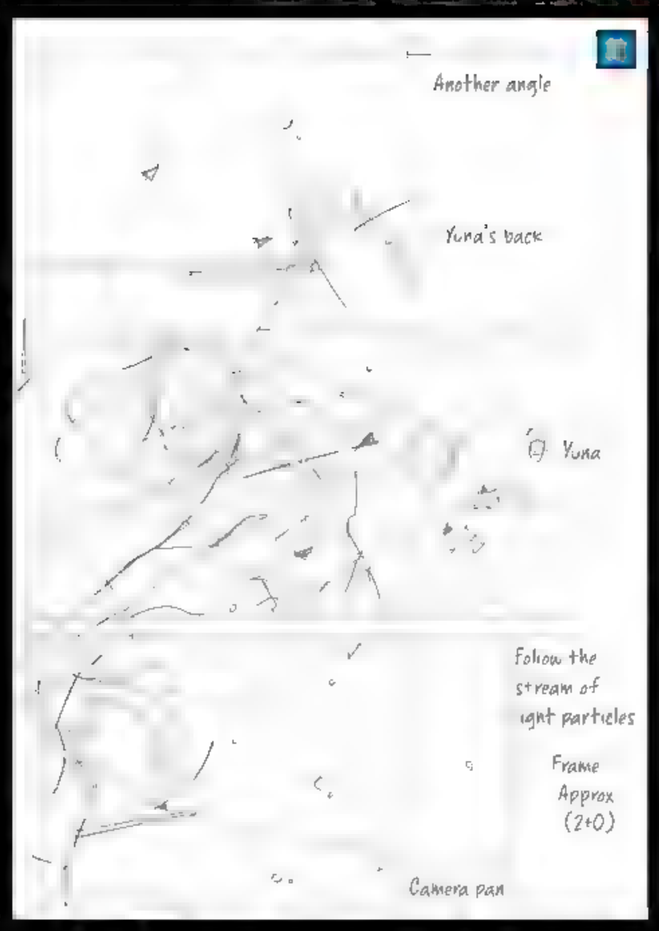


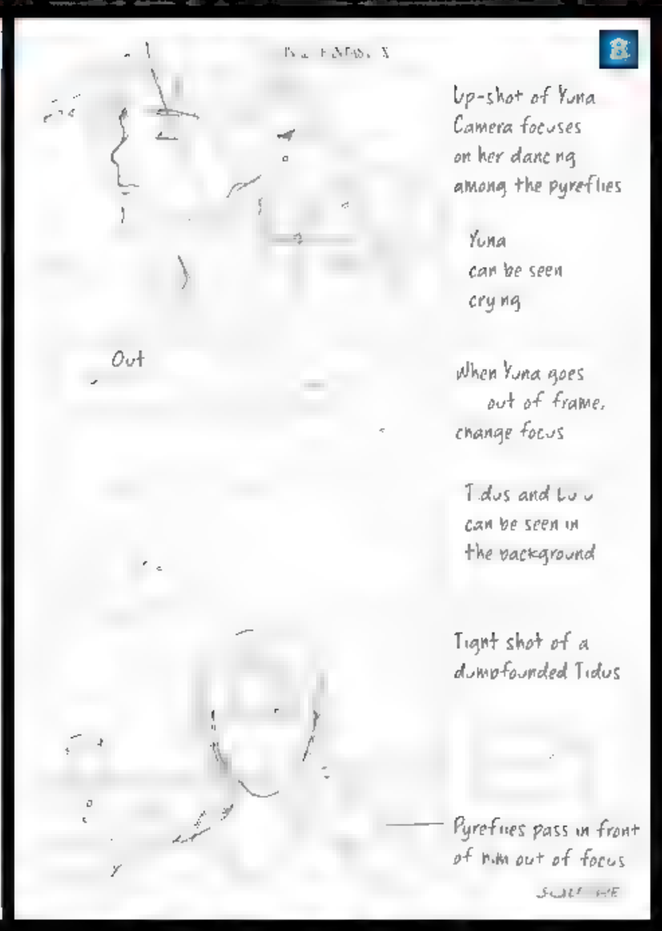


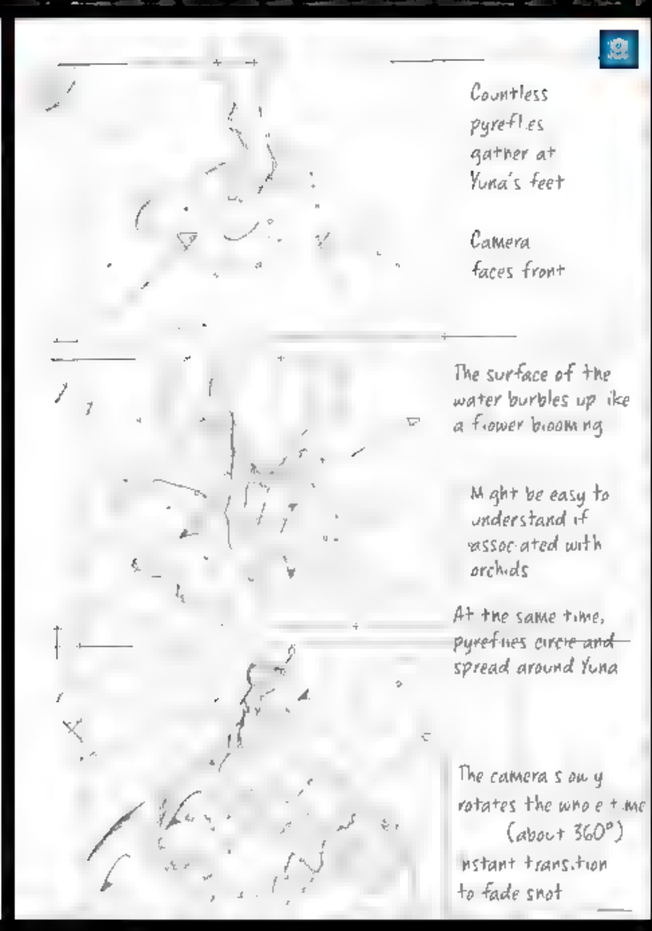


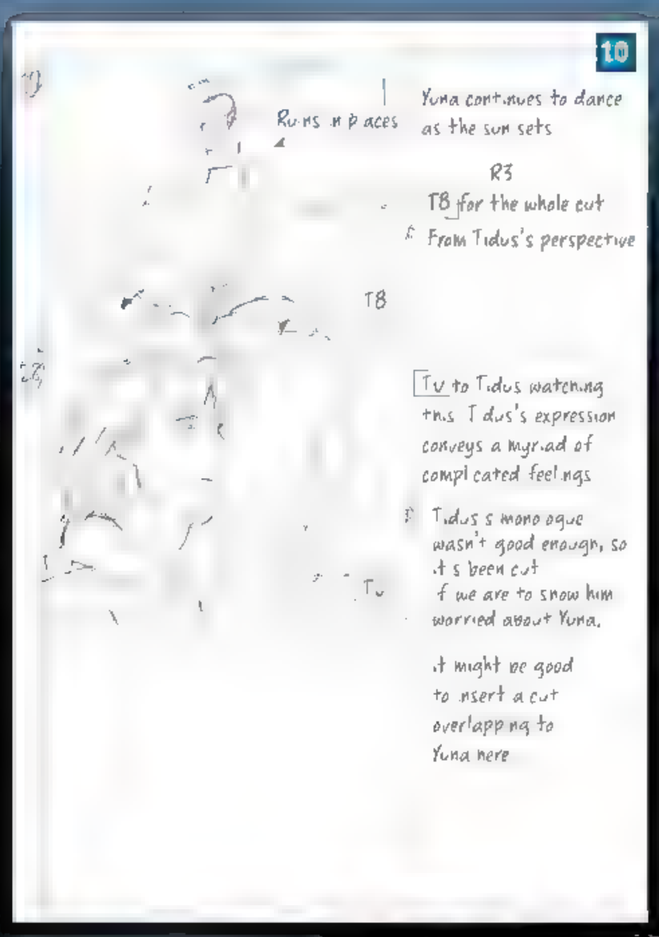


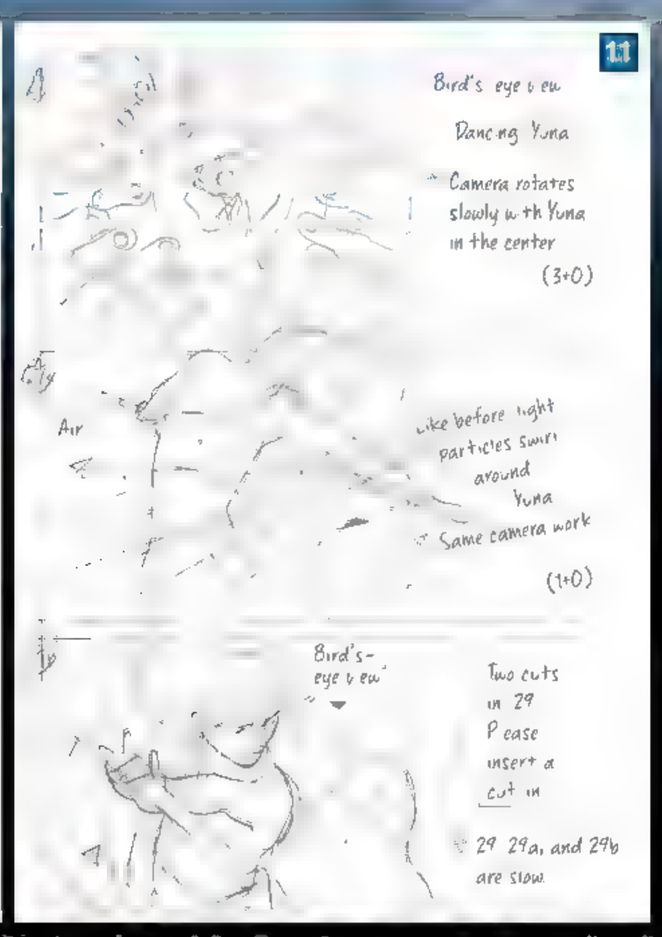








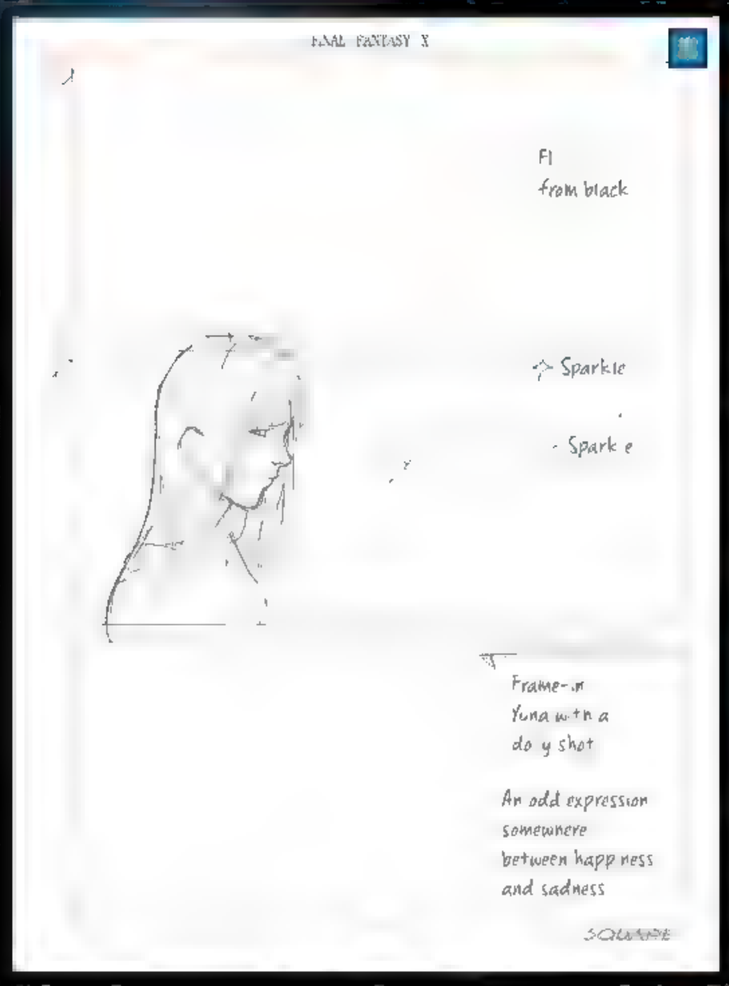


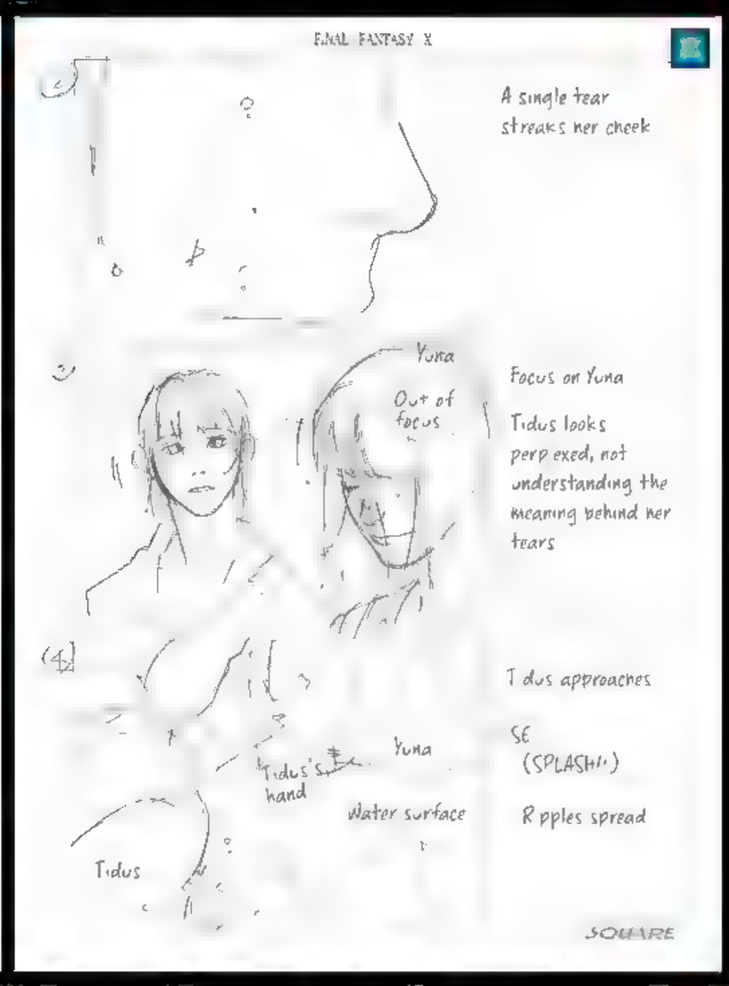




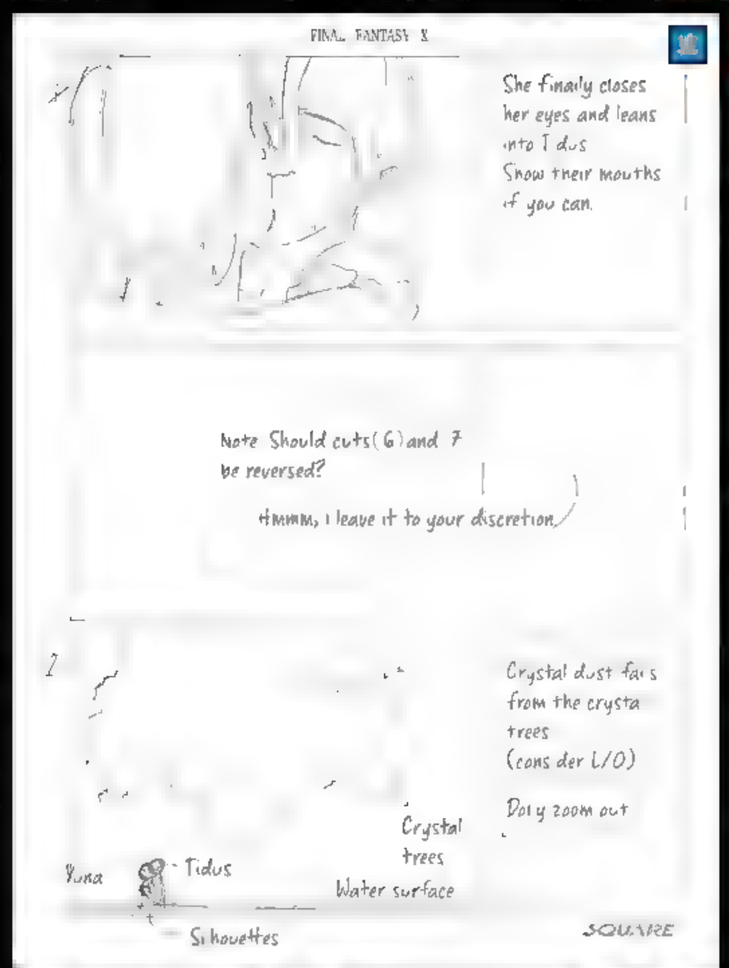
The Sacred Spring

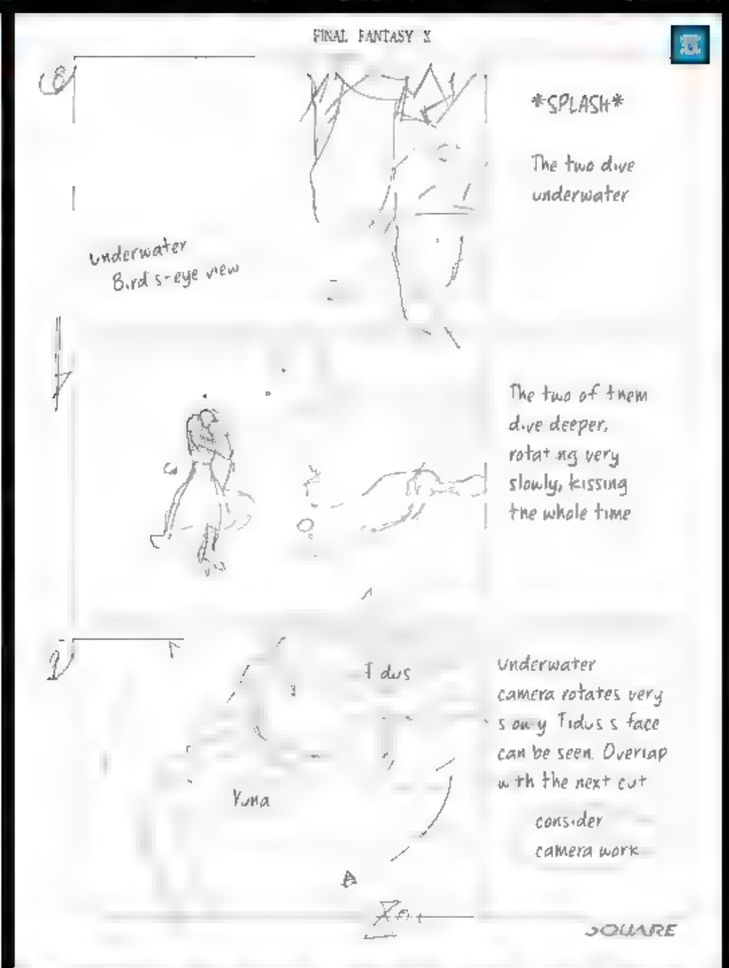
The scene at the sacred spring in Macalania Woods, where Tidus and Yuna finally acknowledge their feelings for one another. In the final sequence, their positions from ■ and ■ are swapped, with an added scene wherein they kiss again underwater.









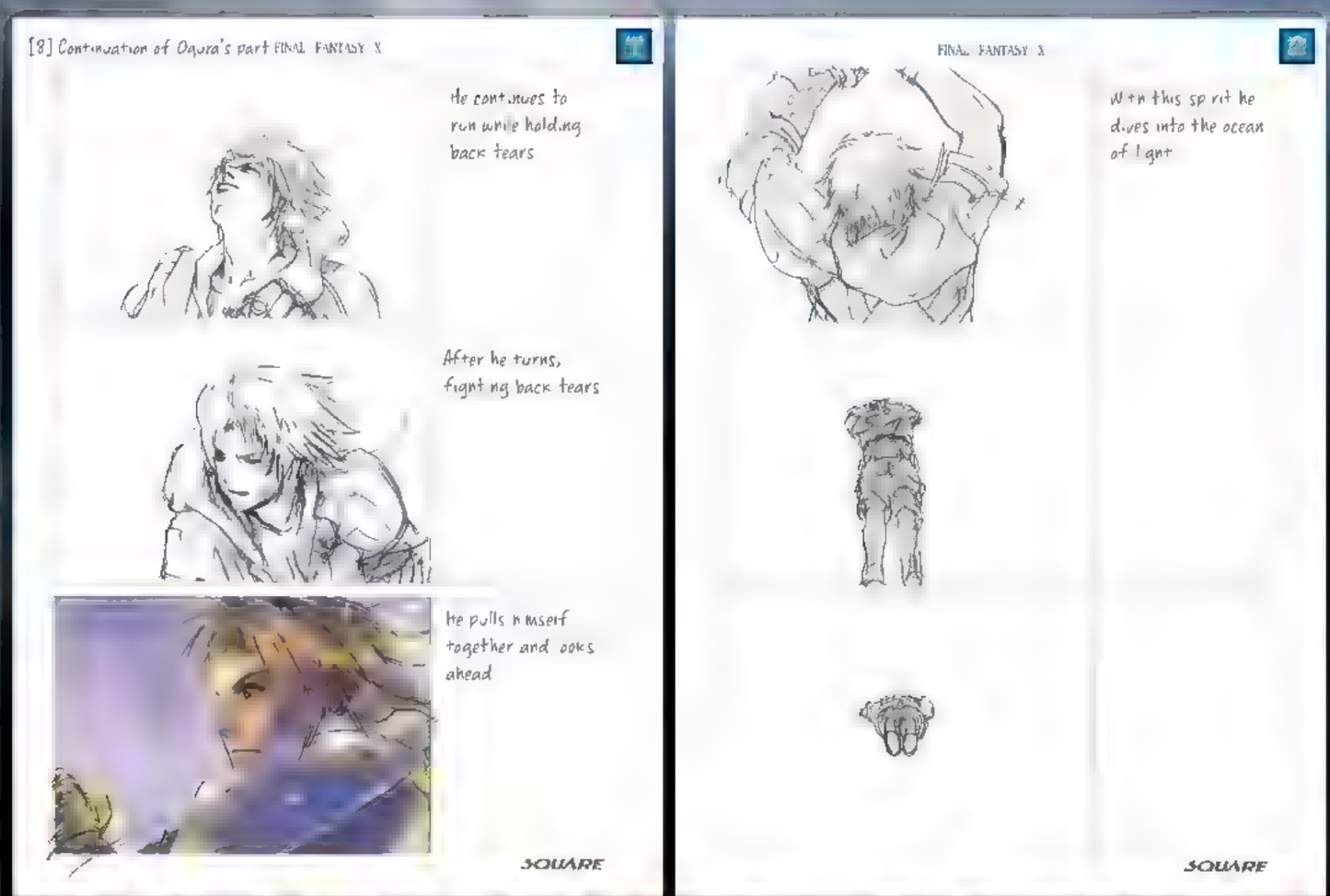




Ending 1

Tidus Disappears

The scene after the destruction of Sin, in which Tidus says farewell to Yuna and dives from the airship deck as he disappears. Careful attention is given to Tidus's tearful face, as well as Jecht's expression when he arrives to meet him.

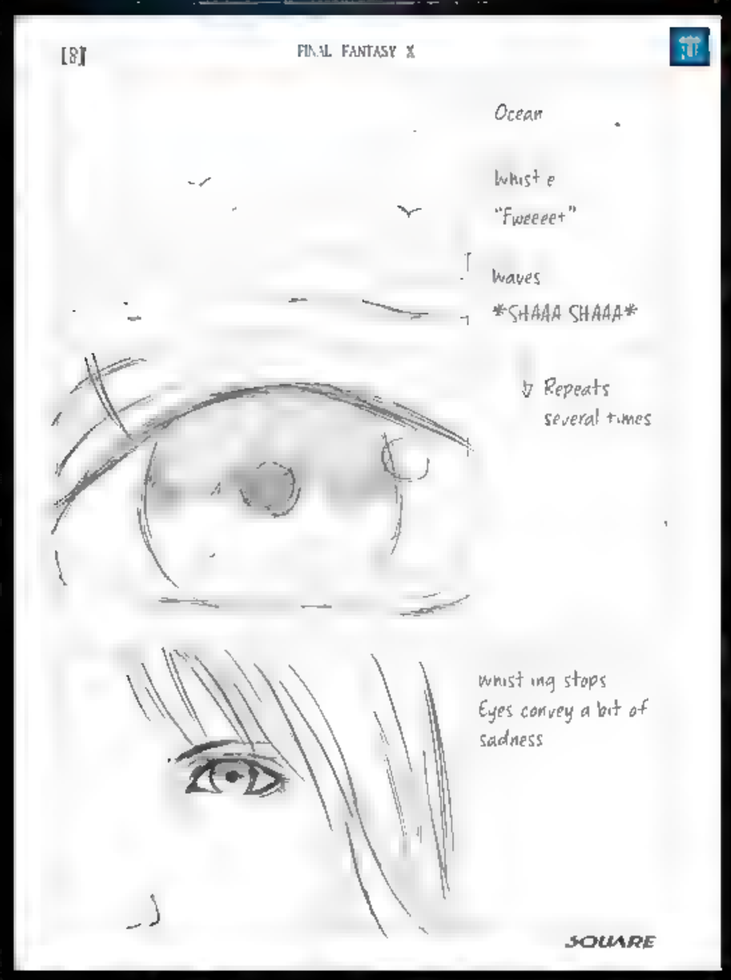




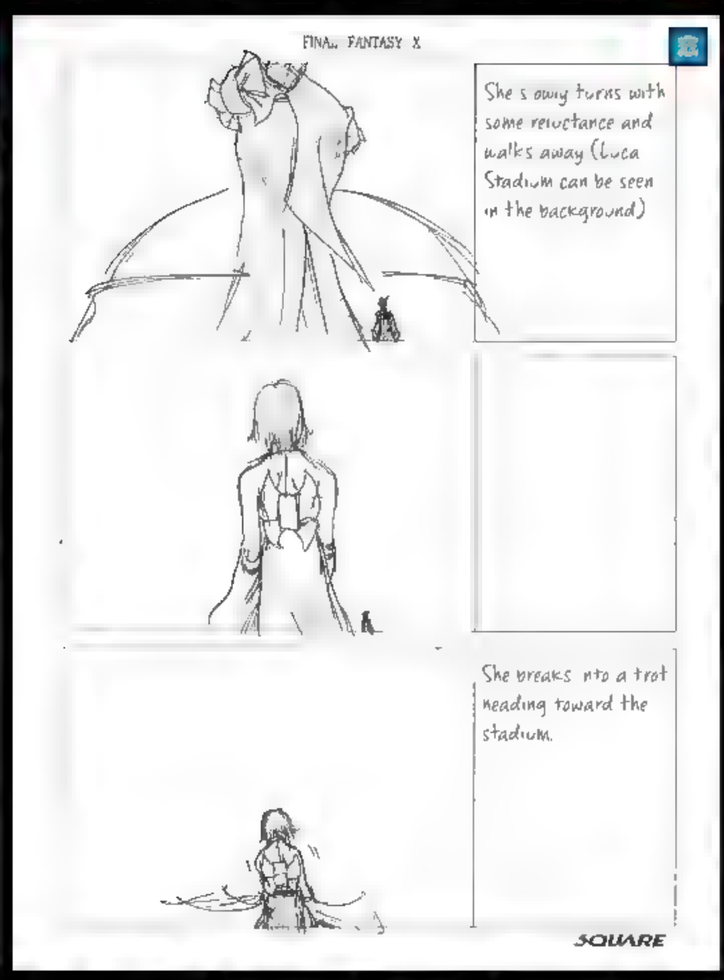
Ending 2

Their Whistle

The scene at the port in Luca, as Yuna faces the sea and performs the whistle that is part of a promise she made with Tidus. Aside from a slight change in Lulu's dialogue, the final sequence is almost identical to the storyboard.

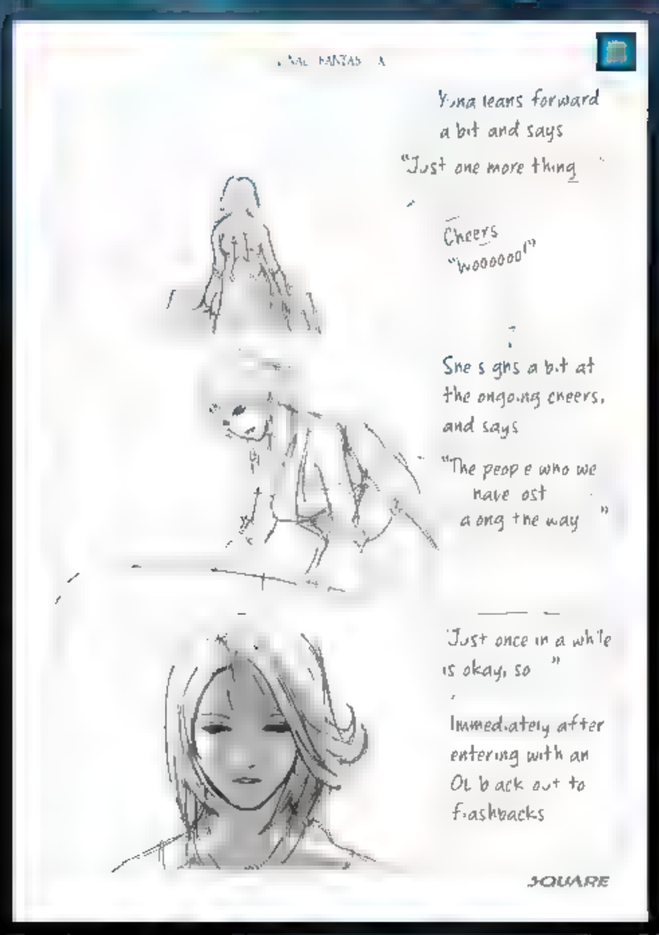


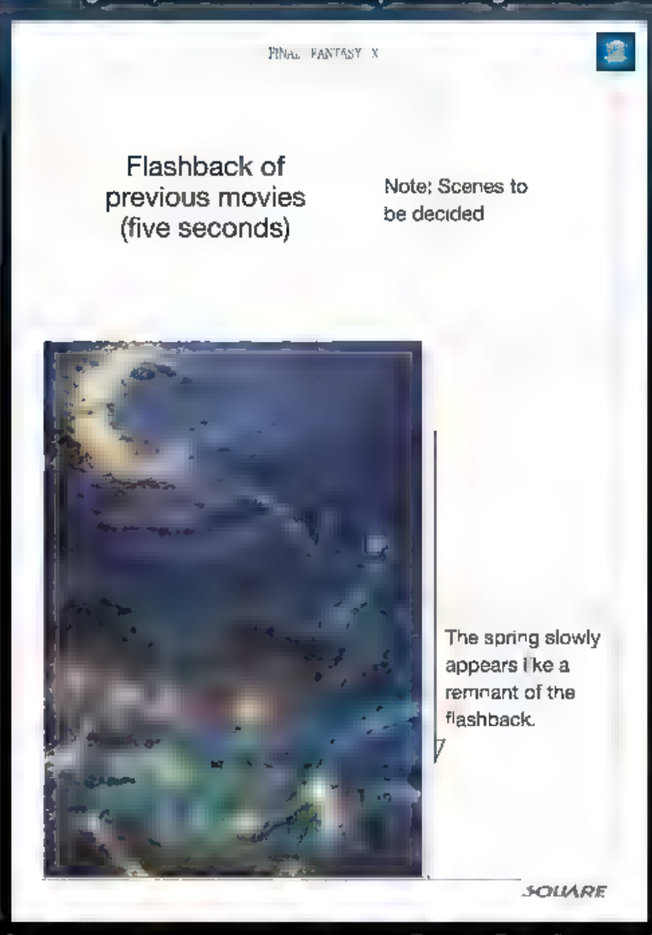


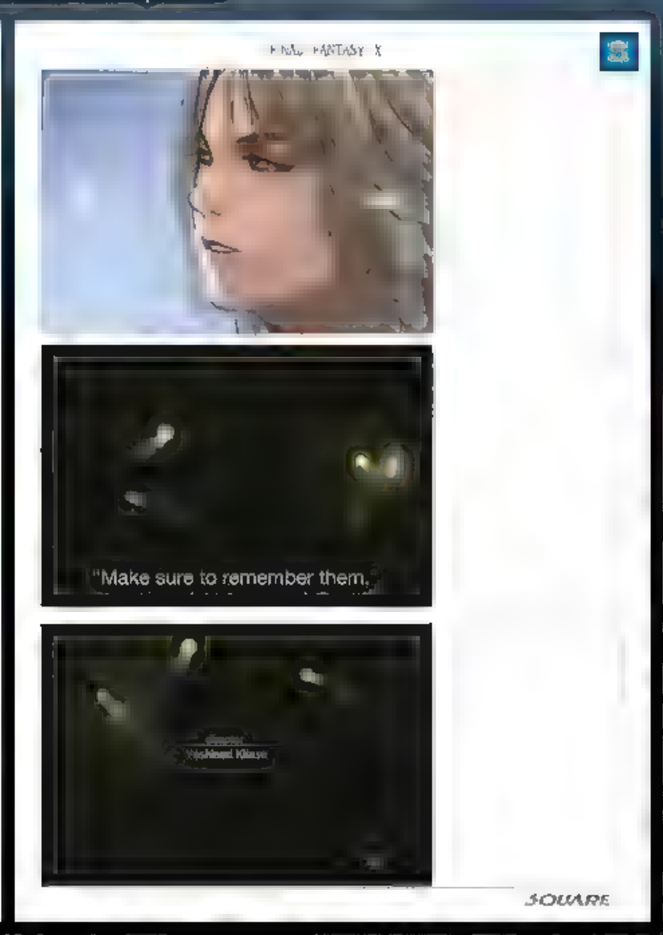


Ending 3 Yuna's Speech

The final cutscene depicting Yuna's speech at Luca Stadium. In the storyboard, Yuna talks over the roaring cheers of the crowd. In the final game, the attendees stop cheering and face Yuna as she speaks.

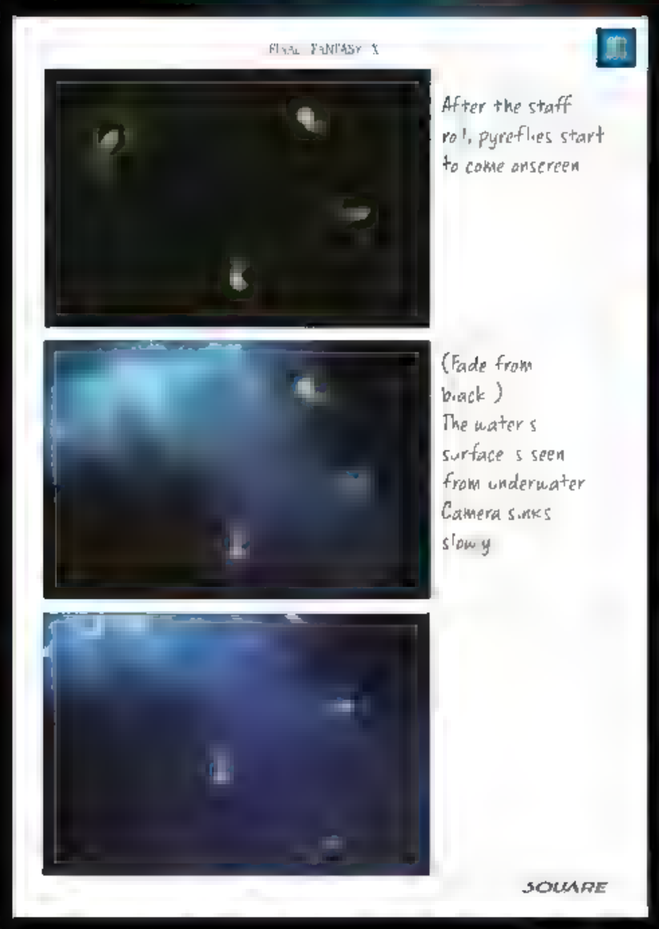


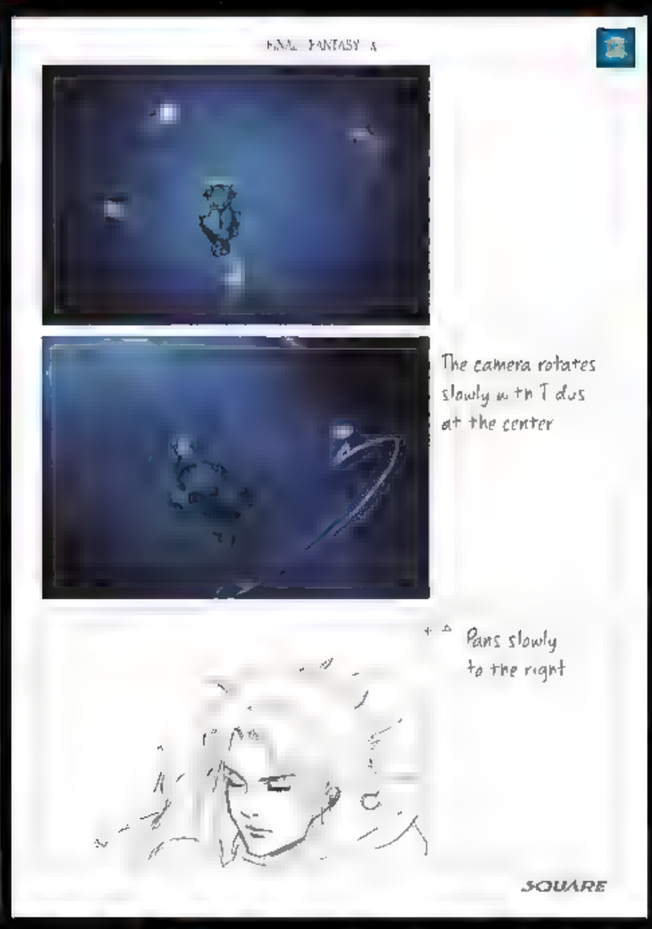


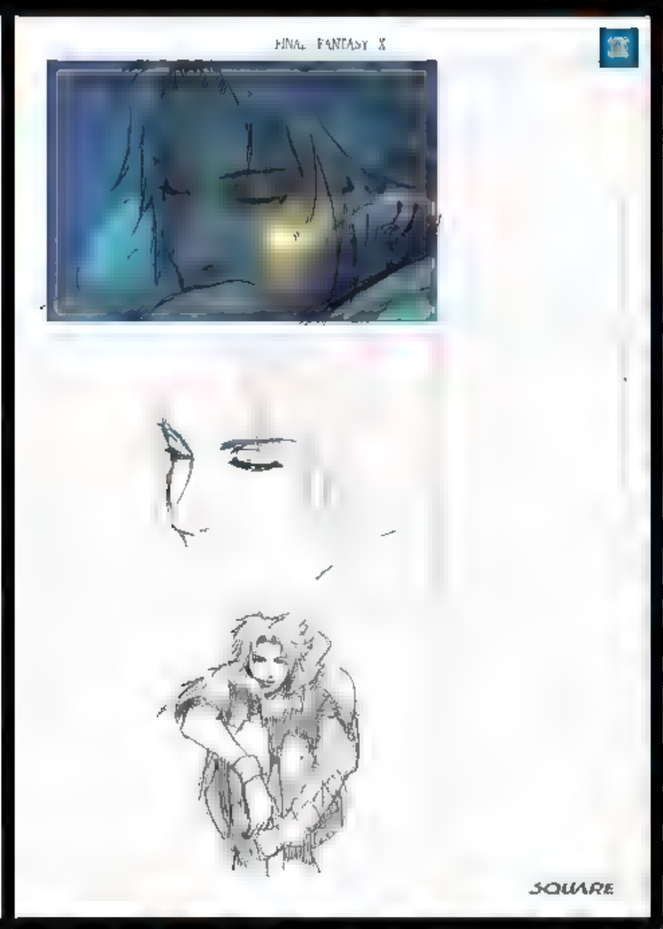


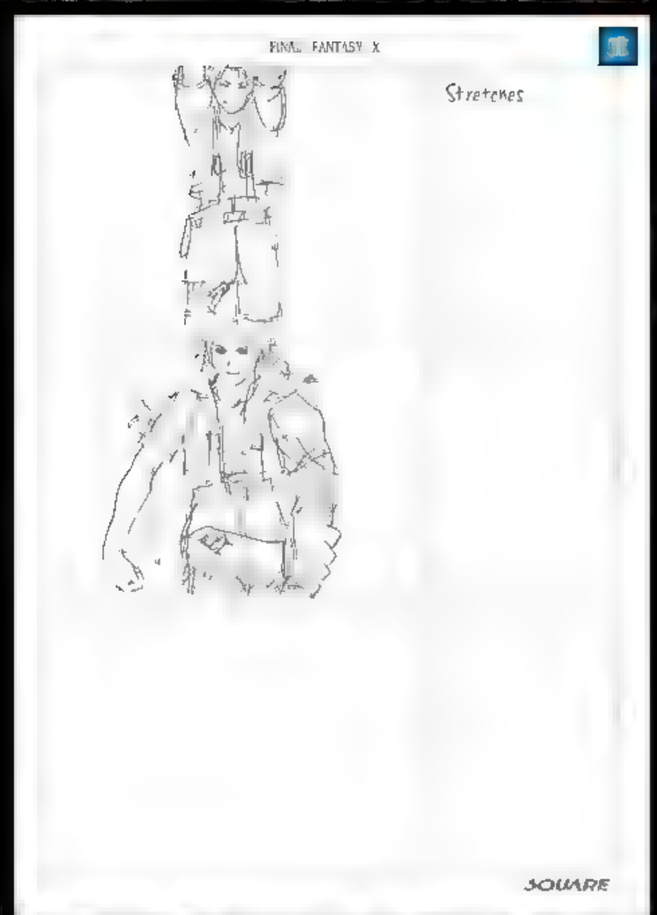
Ending 4 Tidus in the Water

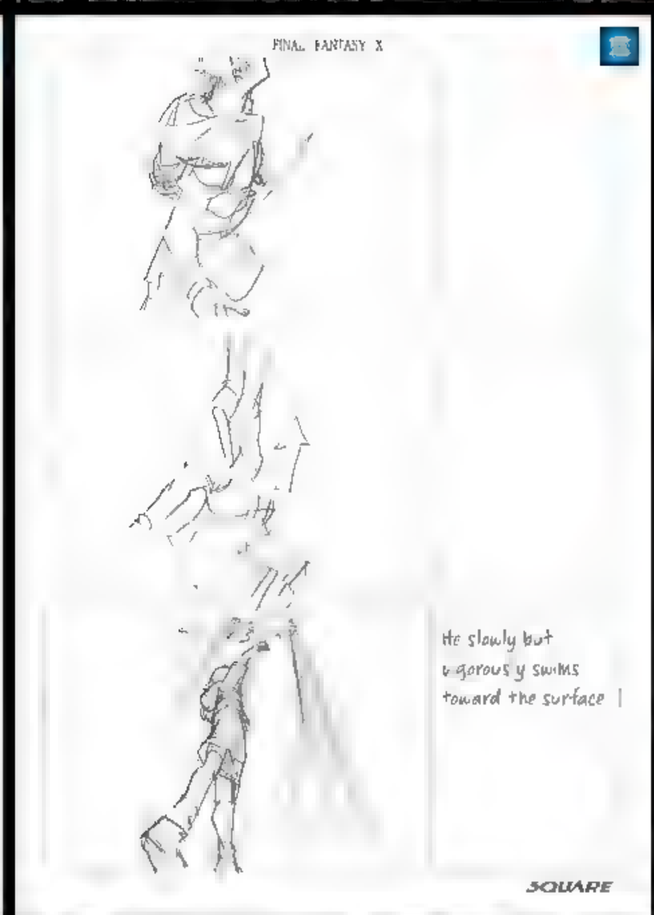
The scene in which Tidus wakes up within the Moonflow and swims toward the surface. This moment occurs at the very end of the *FFX* credits and hints at the possibility of Tidus's revival. His smile is unforgettable.

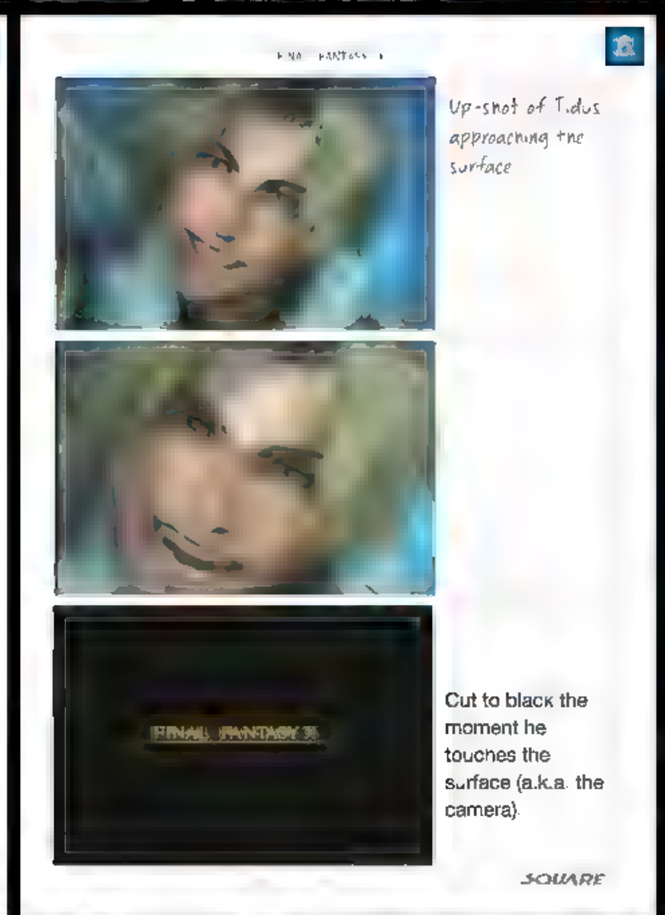










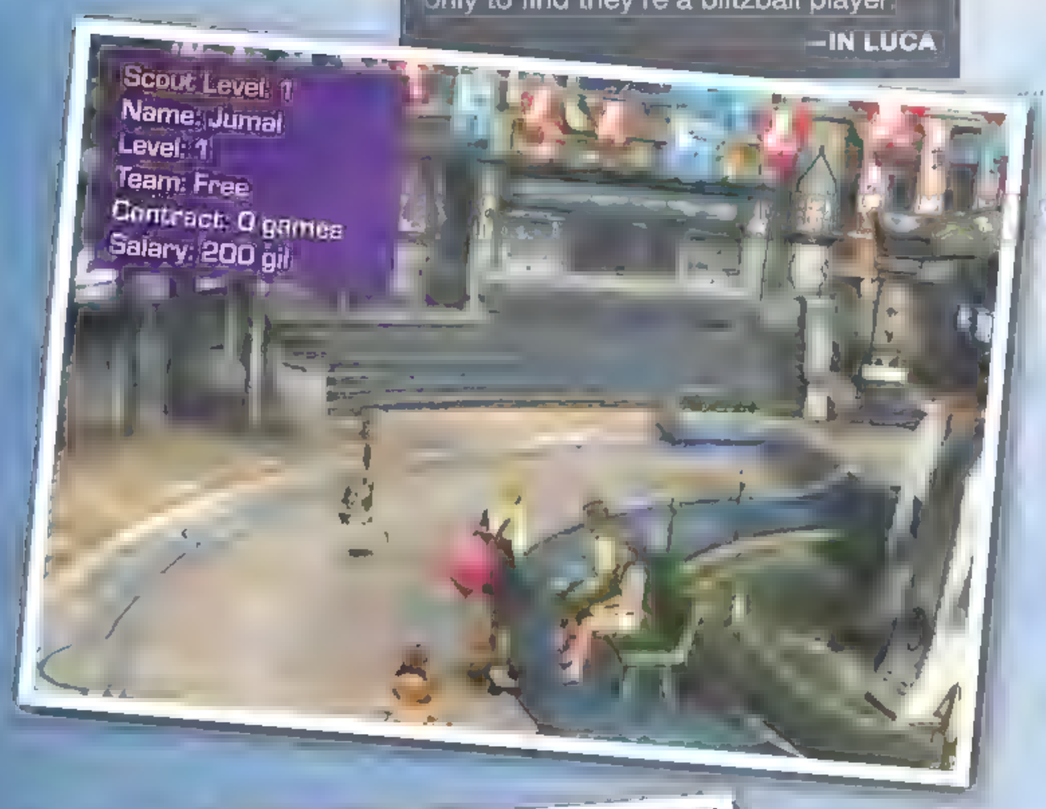


FINAL FANTASY X
MEMORIES



The story begins with Tidus's monologue, told amid ruins under the setting sun.
—DURING THE OPENING SCENE

Talking to a random person in the city, only to find they're a blitzball player.
—IN LUCA



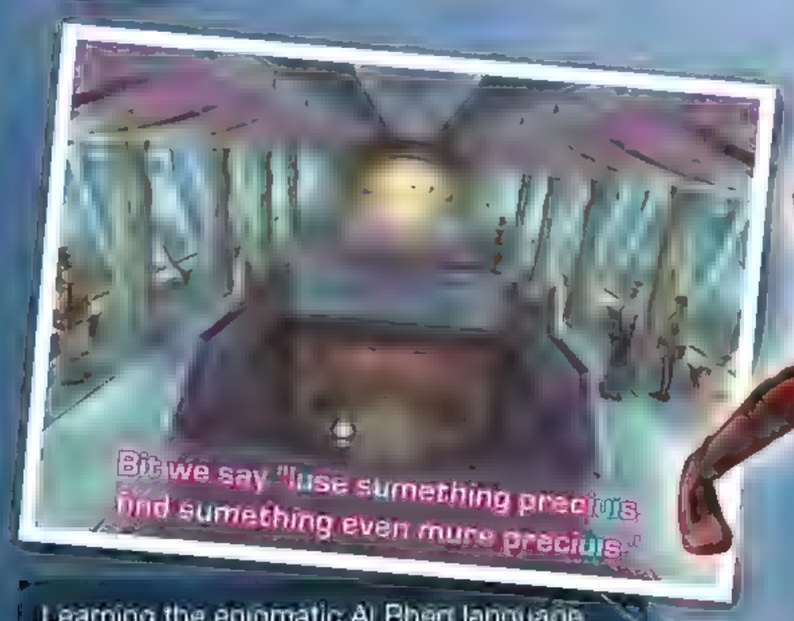




Strengthening abilities on the Sphere Grid and mulling over which paths to take.
—ON THE SPHERE GRID

Rikku isn't the only one trembling with fear as the lightning pelts the plains.
—IN THE THUNDER PLAINS









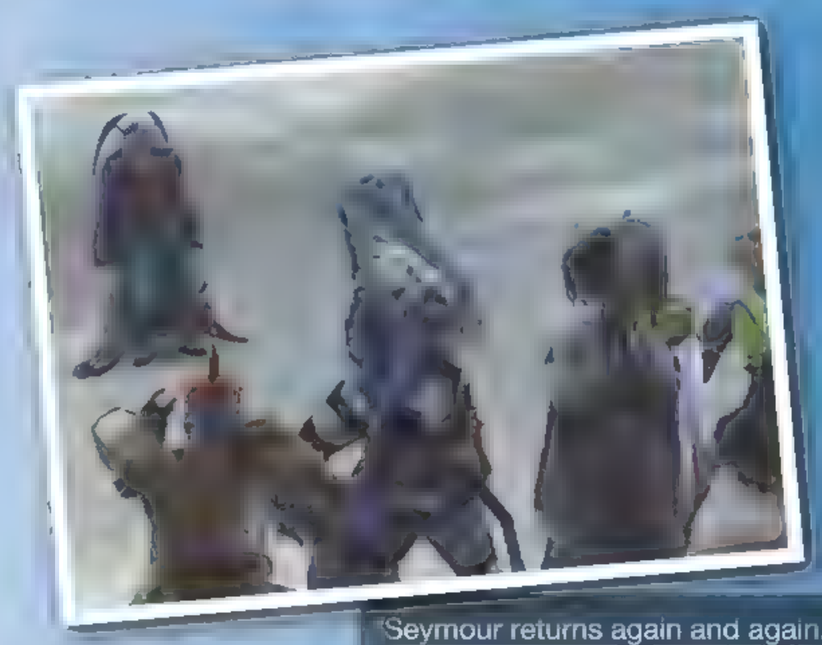
Learning the enigmatic Al Bhed language slowly but surely with the help of primers.
—ABOARD THE AIRSHIP *FAHRENHEIT*

The greatest hurdle in Bevelle: not Evrae, but the Cloister of Trials.
—AT BEVELLE



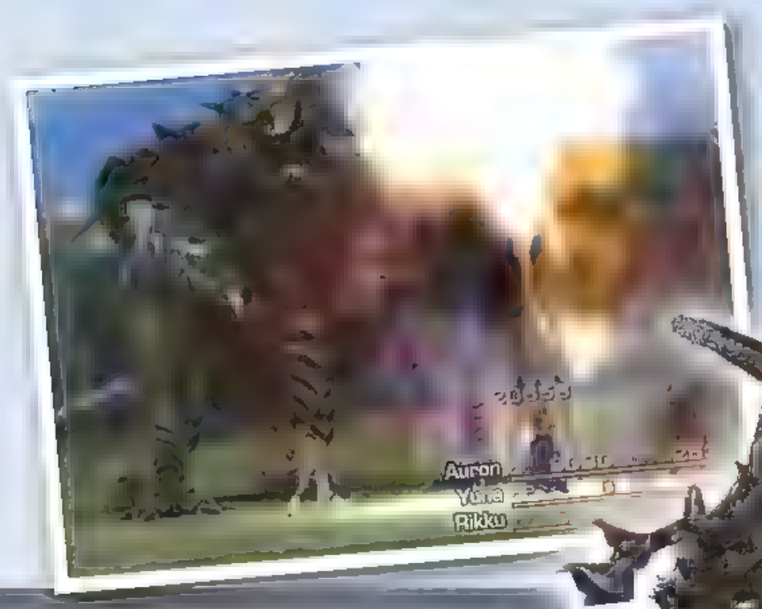
"Not until the end . . . always." Tidus and Yuna share their feelings at the sacred spring.

—IN MACALANIA WOODS



Seymour returns again and again. Go to the Farplane, already!

—ON MT. GAGAZET



The arena maintains a stable of horrendously strong monsters. Some of these are even scarier than Sin.

– IN THE CALM LANDS

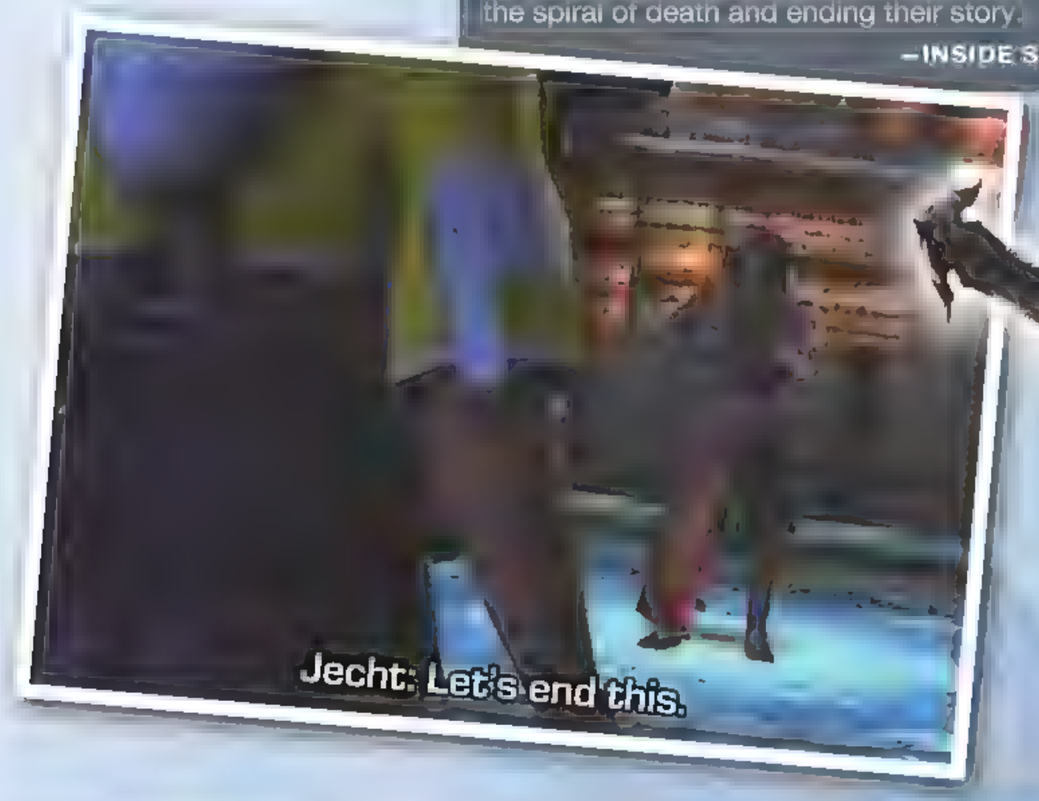


The final confrontation with Sin begins with a prayer sung all across Spira.

—ON THE AIRSHIP DECK

Tidus and Jecht finally reunite, shattering the spiral of death and ending their story.

—INSIDE SIN







FINAL FANTASY® XI

ONLINE

ファイナルファンタジーXI

Rise of the Zilart

FINAL FANTASY XI ONLINE ファイナルファンタジーXI ジラートの幻影

FINAL FANTASY XI ONLINE Rise of the Zilart

Chains of Promathia

FINAL FANTASY XI ONLINE ファイナルファンタジーXI プロマシアの呪縛

FINAL FANTASY XI ONLINE Chains of Promathia

Treasures of Aht Urhgan

FINAL FANTASY XI ONLINE ファイナルファンタジーXI アトルガンの秘宝

FINAL FANTASY XI ONLINE Treasures of Aht Urhgan

Wings of the Goddess

FINAL FANTASY XI ONLINE ファイナルファンタジーXI アルタナの神兵

FINAL FANTASY XI ONLINE WINGS OF THE GODDESS

Seekers of Adoulin

FINAL FANTASY XI ONLINE ファイナルファンタジーXI アドゥリンの魔境

FINAL FANTASY XI ONLINE Seekers of Adoulin

A Crystalline Prophecy

石の見る夢 ヴァナ・ディール最終項 魂の返歌 FINAL FANTASY XI

A Crystalline Prophecy Ode of Life Bestowing FINAL FANTASY XI

A Moogle Kupo d'Etat

戦慄!モグ祭りの夜 ヴァナ・ディール史上最小の作戦 FINAL FANTASY XI

A Moogle Kupo d'Etat Evil in Small Doses FINAL FANTASY XI

A Shantotto Ascension

シャントット帝国の陰謀 ヴァナ・ディール史上最凶の作戦 FINAL FANTASY XI

A Shantotto Ascension The Legend Then, Her Empire Born FINAL FANTASY XI

Vision of Abyssea

禁断の地アビセア FINAL FANTASY XI

VISION OF ABYSSEA FINAL FANTASY XI

Scars of Abyssea

アビセアの死闘 FINAL FANTASY XI

SCARS OF ABYSSEA FINAL FANTASY XI

Heroes of Abyssea

アビセアの覇者 FINAL FANTASY XI

HEROES OF ABYSSEA FINAL FANTASY XI

An online game with players from all around the world.

The first massively multiplayer online RPG in the *Final Fantasy* series. Players take on the roles of adventurers inside the virtual world of Vana'diel, undertaking the quests that lie within. The game offers a familiar *Final Fantasy* narrative through the new medium of online game play. Additional content, including expansion discs, add-on story content, and battle area expansions, was sold separately.



PlayStation 2

Final Fantasy XI



JP Launch Date ● May 16, 2002

PlayStation 2 (Limited Edition)

Final Fantasy XI 2002 Special Art Box



JP Launch Date ● September 26, 2002

Windows

Final Fantasy XI



JP Launch Date ● November 7, 2002

PlayStation 2

Final Fantasy XI Rise of the Zilart Expansion Disc



JP Launch Date ● April 17, 2003

Windows

Final Fantasy XI Rise of the Zilart Expansion Disc



JP Launch Date ● April 17, 2003

PlayStation 2

Final Fantasy XI Rise of the Zilart All in One Pack 2003



JP Launch Date ● April 17, 2003
NA Launch Date ● March 23, 2004

Windows

Final Fantasy XI Rise of the Zilart All in One Pack 2003



JP Launch Date ● April 17, 2003
NA Launch Date ● October 28, 2003

PlayStation 2

Final Fantasy XI Entry Disc



JP Launch Date ● June 12, 2003

Windows

Final Fantasy XI Entry Disc



JP Launch Date ● June 12 2003

PlayStation 2

Final Fantasy XI Chains of Promathia Expansion Disc



JP Launch Date ● September 16 2004
NA Launch Date ● September 21, 2004

Windows

Final Fantasy XI Chains of Promathia Expansion Disc



JP Launch Date ● September 16 2004
NA Launch Date ● September 21, 2004

PlayStation 2

Final Fantasy XI Chains of Promathia All in One Pack 2004



JP Launch Date ● September 16, 2004

Windows

Final Fantasy XI Chains of Promathia All in One Pack 2004



JP Launch Date ● September 16 2004

PlayStation 2

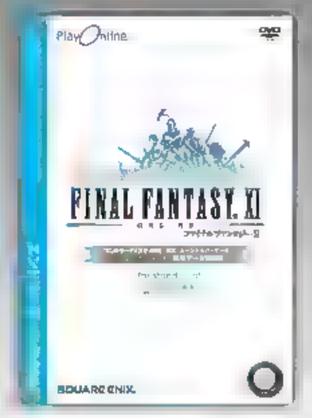
Final Fantasy XI Entry Disc 2005



JP Launch Date ● March 3, 2005

Windows

Final Fantasy XI Entry Disc 2005



JP Launch Date ● March 3, 2005

Windows

Final Fantasy XI The Vana'diel Collection



NA Launch Date ● August 16, 2005

PlayStation 2

Final Fantasy XI Treasures of Aht Urhgan Expansion Disc



JP Launch Date ● April 20, 2006
NA Launch Date ● April 18, 2006

Windows

Final Fantasy XI Treasures of Aht Urhgan Expansion Disc



JP Launch Date ● April 20, 2006
NA Launch Date ● April 18, 2006

PlayStation 2

Final Fantasy XI All in One Pack 2006



JP Launch Date ● April 20, 2006

Windows

Final Fantasy XI All in One Pack 2006



JP Launch Date ● April 20, 2006

Xbox 360

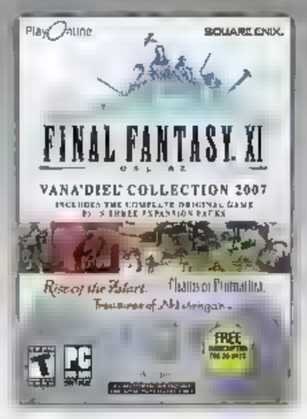
Final Fantasy XI All in One Pack 2006



JP Launch Date ● April 20, 2006
NA Launch Date ● April 18, 2006

Windows

Final Fantasy XI Vana'diel Collection 2007



NA Launch Date ● November 7, 2006

Windows

My First Final Fantasy XI



Seller ● SquareNext
NA Launch Date ● May 11, 2007

PlayStation 2

Final Fantasy XI Wings of the Goddess Expansion Disc



JP Launch Date ● November 22, 2007
NA Launch Date ● November 20, 2007

Windows

Final Fantasy XI Wings of the Goddess Expansion Disc



JP Launch Date ● November 22, 2007
NA Launch Date ● November 21, 2007

Xbox 360

Final Fantasy XI Wings of the Goddess Expansion Disc



JP Launch Date ● November 22, 2007
NA Launch Date ● November 20, 2007

PlayStation 2

Final Fantasy XI The Vana'diel Collection



JP Launch Date ● November 22, 2007
NA Launch Date ● November 20, 2007

Windows

Final Fantasy XI The Vana'diel Collection



JP Launch Date ● November 22, 2007
NA Launch Date ● November 20, 2007

Xbox 360

Final Fantasy XI The Vana'diel Collection



JP Launch Date ● November 22, 2007
NA Launch Date ● November 20, 2007

Windows (Digital Download)

Final Fantasy XI Free Trial for Windows



JP Launch Date ● October 9, 2008
NA Launch Date ● October 9, 2008

Windows (Digital Download)

Final Fantasy XI



JP Launch Date ● October 9, 2008
NA Launch Date ● October 9, 2008

Windows (Digital Download)

Final Fantasy XI Rise of the Zilart Expansion Disc



JP Launch Date ● October 9, 2008
NA Launch Date ● October 9, 2008

Windows (Digital Download)

Final Fantasy XI Chains of Promathia Expansion Disc



JP Launch Date ● October 9, 2008
NA Launch Date ● October 9, 2008

Windows (Digital Download)

Final Fantasy XI Treasures of Aht Urhgan Expansion Disc



JP Launch Date ● October 9, 2008
NA Launch Date ● October 9, 2008

Windows (Digital Download)

Final Fantasy XI Wings of the Goddess Expansion Disc



JP Launch Date ● October 9, 2008
NA Launch Date ● October 9, 2008

PlayStation 2/Windows/Xbox 360 (Online Sale)

Final Fantasy XI First Add-On A Crystalline Prophecy - Ode of Life Bestowing



JP Launch Date ● March 23, 2009
NA Launch Date ● March 22, 2009

PlayStation 2/Windows/Xbox 360 (Online Sale)

Final Fantasy XI Second Add-On A Moogle Kupo d'Etat - Evil in Small Doses



JP Launch Date ● July 6, 2009
NA Launch Date ● July 5, 2009

PlayStation 2/Windows/Xbox 360
(Online Sale)

Final Fantasy XI Third Add-On
A Shantotto Ascension - The Legend Torn, Her Empire Born



JP Launch Date ● October 26, 2009
NA Launch Date ● October 26, 2009

PlayStation 2

Final Fantasy XI
Vana'diel Collection 2



JP Launch Date ● November 12, 2009

Windows

Final Fantasy XI
Vana'diel Collection 2



JP Launch Date ● November 12 2009
NA Launch Date ● November 10, 2009

Xbox 360

Final Fantasy XI
Vana'diel Collection 2



JP Launch Date ● November 12, 2009
NA Launch Date ● November 10, 2009

PlayStation 2/Windows/Xbox 360
(Online Sale)

Final Fantasy XI
Vision of Abyssea



JP Launch Date ● June 8, 2010
NA Launch Date ● June 7, 2010

PlayStation 2/Windows/Xbox 360
(Online Sale)

Final Fantasy XI
Scars of Abyssea



JP Launch Date ● August 24, 2010
NA Launch Date ● August 23, 2010

PlayStation 2/Windows/Xbox 360
(Online Sale)

Final Fantasy XI
Heroes of Abyssea



JP Launch Date ● November 24, 2010
NA Launch Date ● November 23 2010

Windows
(Digital Download)

Final Fantasy XI
Vana'diel Collection 3



JP Launch Date ● May 16, 2011

PlayStation 2
(Limited Edition)

Final Fantasy
25th Anniversary
Ultimate Box



Launch Date ● December 18, 2012
※ Square Enix e Store Lim ted Edition

PlayStation 2

Final Fantasy XI
Seekers of Adoulin
Expansion Disc



JP Launch Date ● March 27, 2013

Windows

Final Fantasy XI
Seekers of Adoulin
Expansion Disc



JP Launch Date ● March 27, 2013
NA Launch Date ● March 26, 2013

Xbox 360

Final Fantasy XI
Seekers of Adoulin
Expansion Disc



JP Launch Date ● March 27, 2013
NA Launch Date ● March 26, 2013

Windows
(Digital Download)

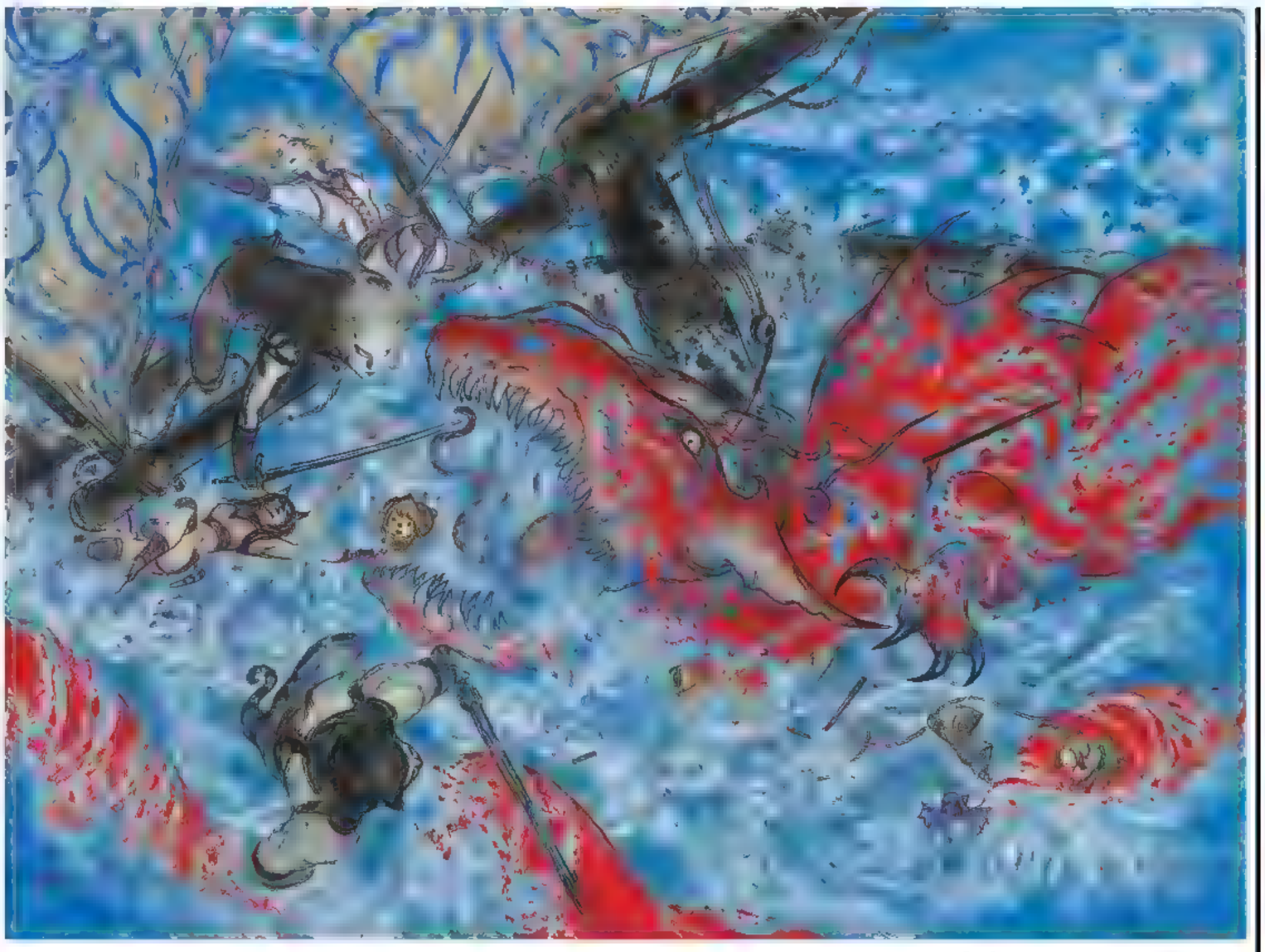
Final Fantasy XI
Vana'diel Collection 4



JP Launch Date ● March 27, 2013

FINAL FANTASY XI ONLINE
ファイナルファンタジーXI

ART



Adventurers at sea
(*FFXI* 2002 Special Art Box illustration)

World Map

Vana'diel panorama



* Note: *The Final Fantasy XI* content in this collection (pages 110 to 155) covers game content up to the *Rise of the Zilart* expansion.



Floating Islands

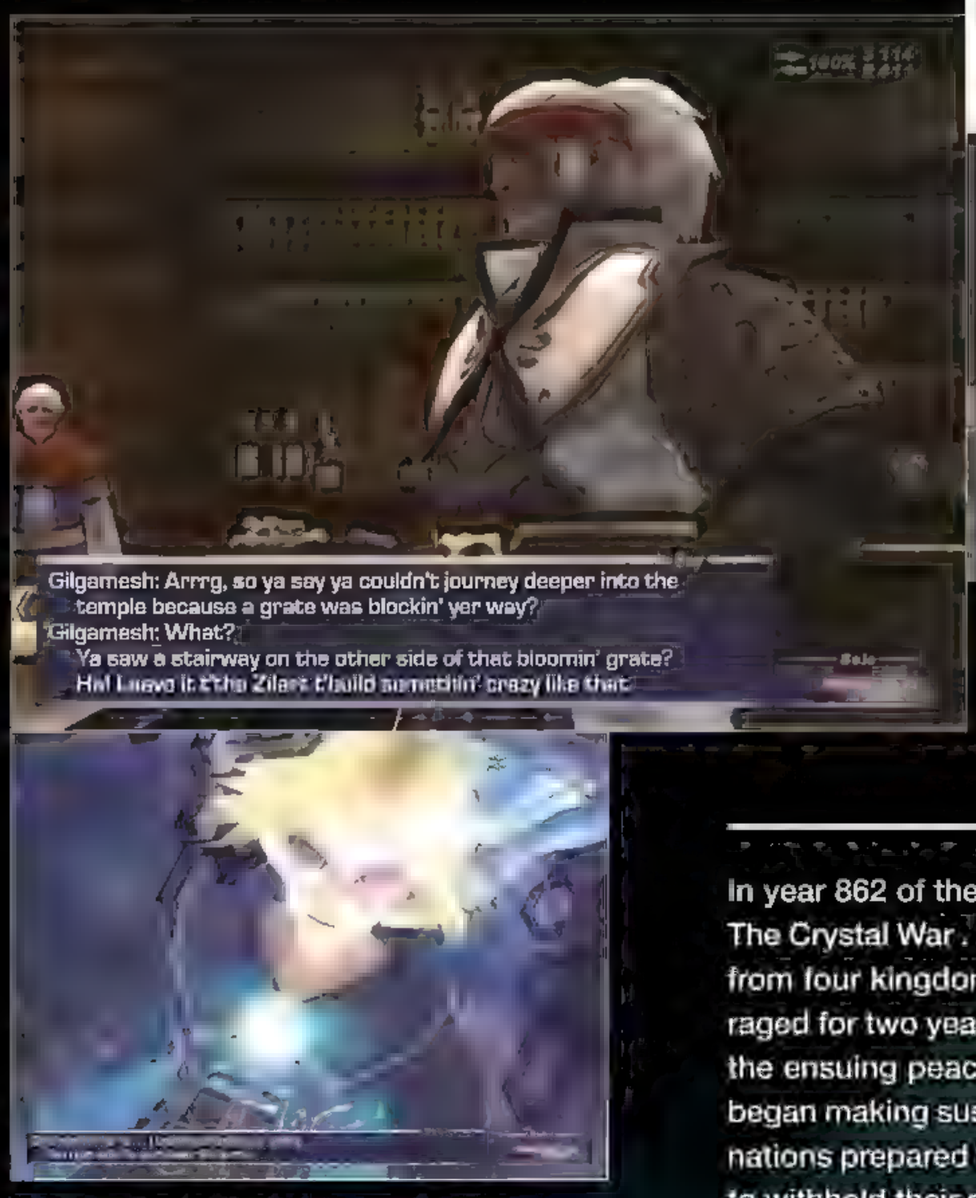
Tu'Lia appears (*Rise of the Zilart* package illustration)





FINAL FANTASY XI
STORY



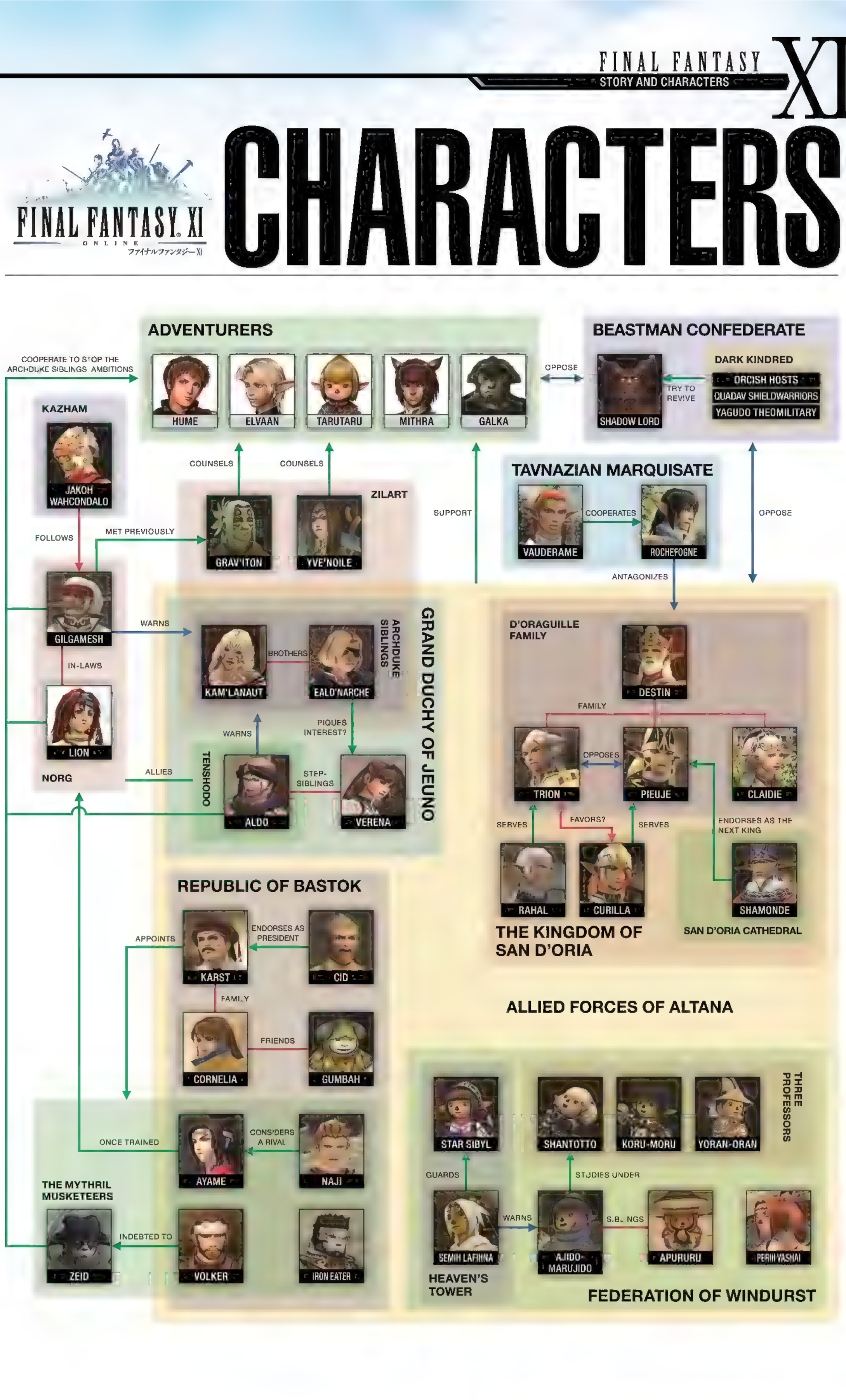


In year 862 of the Crystal Era, a great war descended upon Vana'diel, a world blessed by the gods. The Crystal War . . . a battle between the Beastman Confederate led by the Shadow Lord, and armies from four kingdoms that called themselves the Allied Forces of Altana. The unprecedented conflict raged for two years until the Shadow Lord was defeated, resulting in victory for the Allied Forces. But the ensuing peace proved short lived . . . Twenty years following the end of the war, the beastmen began making suspicious movements throughout the land. In response to this activity, the once-allied nations prepared to take offensive measures. A renewed distrust between the allied factions led them to withhold their regular army forces.

Instead, independent champions have become the hope of the people in this era. These Adventurers are brave individuals who follow their beliefs, acting without the constraints of country or status. City-states solicit them to resolve conflicts and solve problems, and Adventurers become the axis upon which the world turns. They overcome challenges to aid one another, strengthening bonds and traveling the world together. And now . . . a new Adventurer prepares to leave their mark on the land of Vana'diel.

FINAL FANTASY XI ONLINE ファイナルファンタジーXI

CHARACTERS



Adventurers

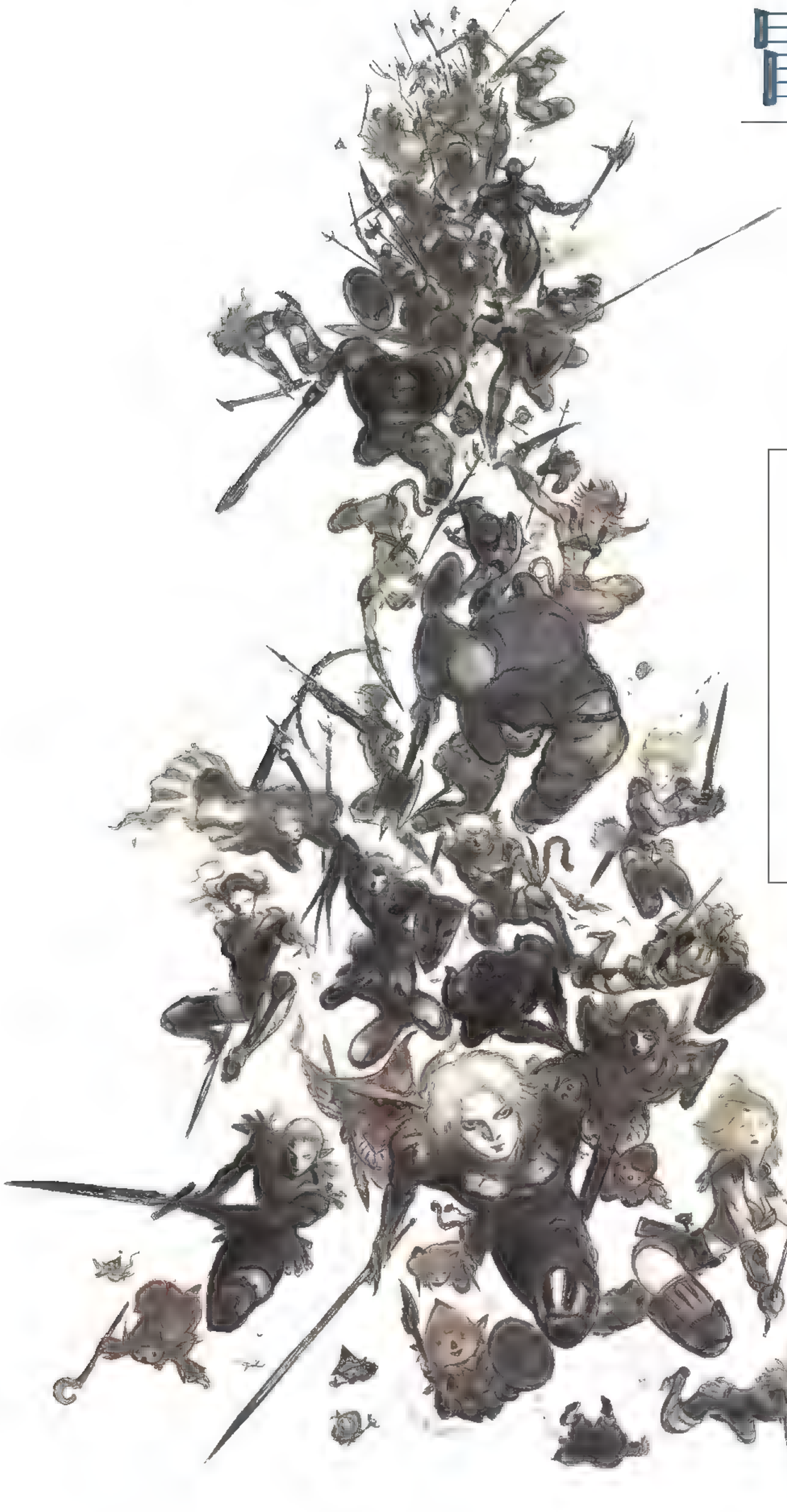
Protagonists who travel the world, acting as player avatars.

冒険者たち [Bōkenshatachi]

"Adventurer" is the generic term for those who operate according to their own will, regardless of any affiliations with specific countries. Adventurers started appearing after the Crystal War between the Allied Forces of Altana and the beastmen twenty years ago and resolved problems across Vana'diel, ranging from personal requests to national crises. Near the beginning of the story, an alliance of four countries centered around the Grand Duchy of Jeuno released an ordinance that officially recognized the acts of Adventurers and expanded the scope of their activities.



Production Announcement Illustration by Nomura Tetsuya





Hume

ヒューム [Hyūmu]

A race that resembles the human beings of our own world. They possess no outstanding physical traits and instead offer a balanced approach to adventuring with their deep intellect and their knack for technology. Utilizing these strengths, they developed the Republic of Bastok and the Grand Duchy of Jeuno.

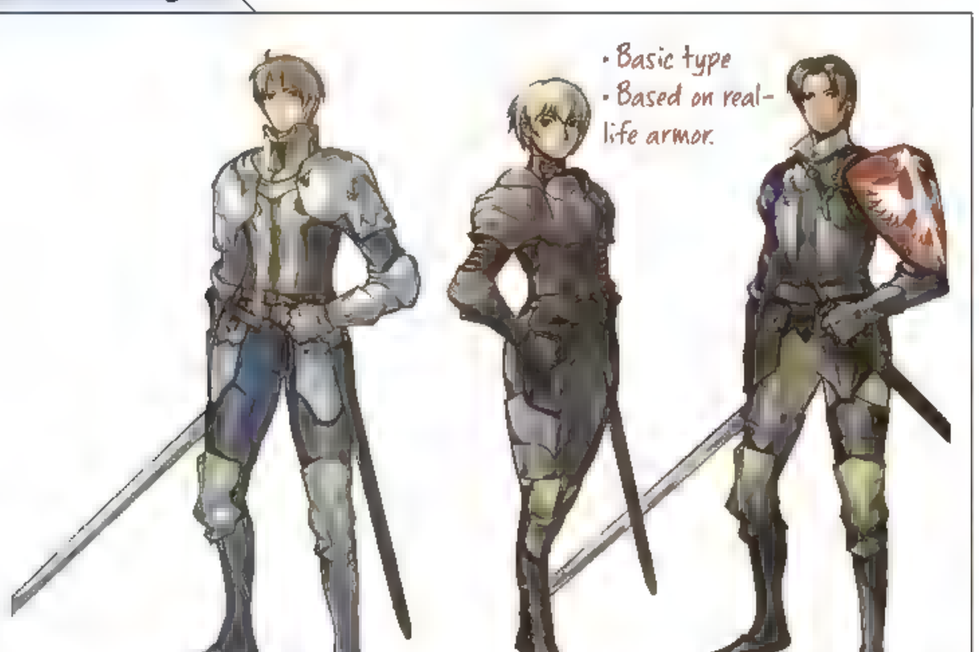


Starting Equipment Design



Undergarment Design

Initial Design



CG Image

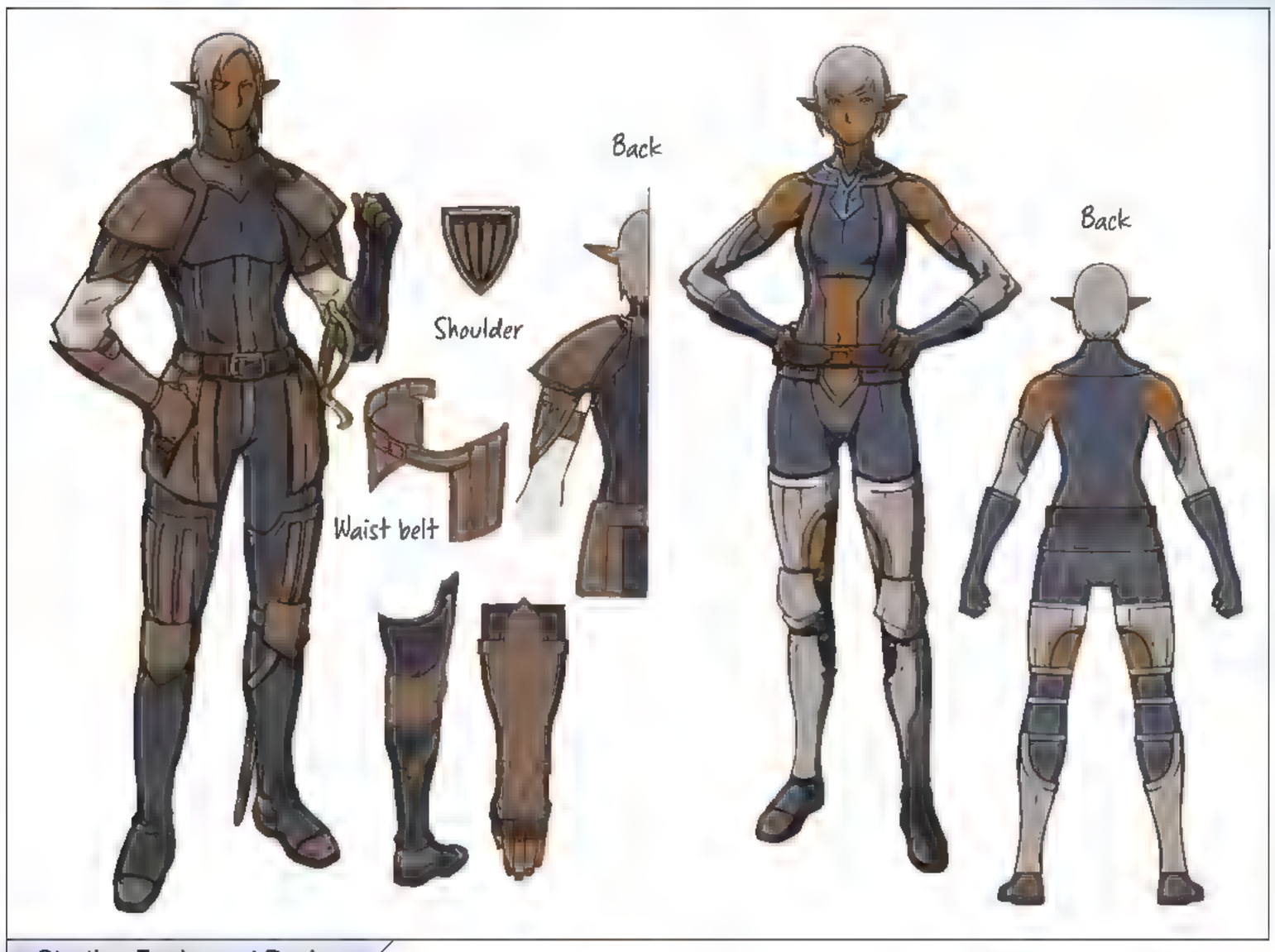




Elvaan

エルヴァーン [Eruvān]

A race distinguisned by pointed ears and tall, slender frames. Proficient in swordsmanship and deeply pious, they established tne order of Royal Knights in their homeland of San d'Oria, where the cathedral's authority rivals that of the royal family.



Starting Equipment Design



Undergarment Design



Initial Design



Tarutaru

タルタル [Tarutaru]

A race of creatures wtn childlike statures. They have perfected their magic techniques by researching the seeds of tne world. The Tarutaru founded the Federation of Windurst, where they live alongside Mithra that came from tne southlands.



Starting Equipment Design



Undergarment Design

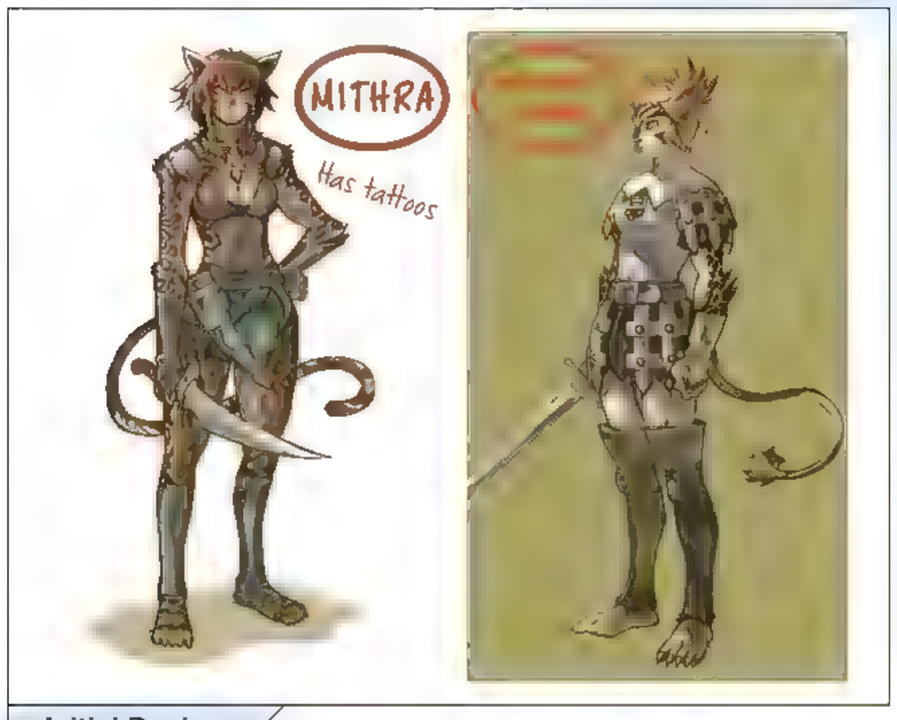


Initial Design



Mithra ミスラ [Misura]

A race sporting animal-like ears and a tail. They hail from a great nation to the south but worked with the Tarutaru to develop the Federation of Windurst. It is customary for men to remain behind in their homeland, and thus only female Mithra are commonly seen in the outside world.



Initial Design



Starting Equipment Design



Undergarment Design



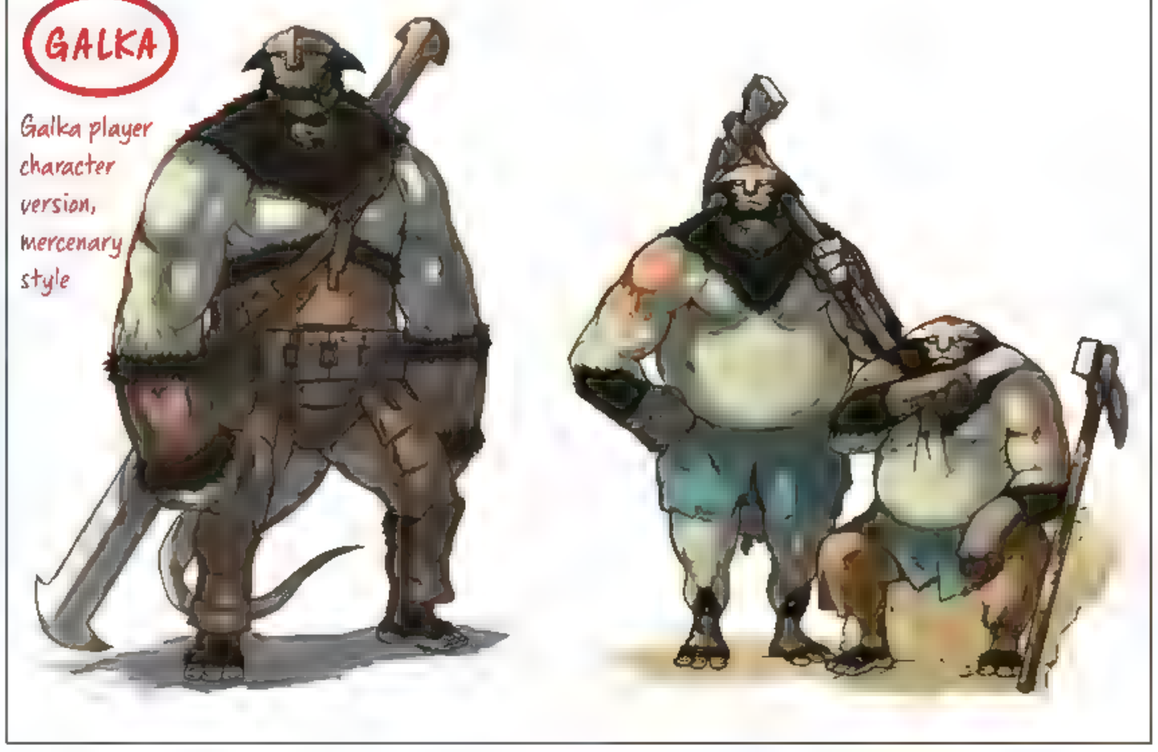
Galka ガルカ [Garuka]

A race blessed with long life and a stocky build. They on the southern island of Zepwell until they lost their home to an attack by beastmen. Following this tragedy, a few scattered Galka joined with the Humes to found the nation of Bastok.



Starting Equipment Design

Initial Design





Undergarment Design

MAIN NPCS

Trion (Trion I. d'Oraguille)

トリオン [Torion]

Personal Data

Race: Elvaan　Gender: Male
Hometown: Kingdom of San d'Oria

The first son of San d'Oria's royal family, the d'Oraguilles. As commander to the Royal Knights, he spearheads campaigns into foreign lands. Though trusted by his knights, this hot-blooded man often finds himself at odds with his more intellectual brother, Pieuje. He might be a famed swordsman, but rumor has it that his handwriting and footwork are atrocious.



Memorable **Quote**

"There are people we must defend, and an enemy we must defeat. Naught matters but that simple truth!"

—At Chateau d'Oraguille, unable to abide his subordinates' lack of focus despite the threat of the Shadow Lord's resurrection.

Pieuje (Pieuje I. d'Oraguille)

ピエージェ [Piēje]

Personal Data

Race: Elvaan　Gender: Male
Hometown: Kingdom of San d'Oria

The second prince of the Kingdom of San d'Oria. He strives to maintain public order as commander of the Temple Knights, who are funded by the cathedral. Pieuje makes calm and collected decisions and often clashes with his rash older brother, Trion.



Memorable **Quote**

"In that case, what sort of battle tactic lost you an entire squadron at Batallia Downs?"

—At Port San d'Oria, responding to Trion's criticism of his "ridiculous" tactics.

Claidie (Claidie I. d'Oraguille)

クレーディ [Kurēdi]

Personal Data

Race: Elvaan　Gender: Female
Hometown: Kingdom of San d'Oria

The noble younger sister of Trion and Pieuje. She looks after others regardless of their race or status and is rightly beloved by many of her citizens. Claidie is gentle in nature but has a brave side, hiding her face in order to set out on adventures.



Memorable **Quote**

"If this is how it is to be, then I must take things into my own hands . . ."

—At Chateau d'Oraguille, worrying over the uncle her brothers hate and resolving to go save him as an Adventurer.

Destin (Destin R. d'Oraguille)

デスティン [Desutin]

Personal Data

Race: Elvaan　Gender: Male
Hometown: Kingdom of San d'Oria

The twenty-sixth monarch of San d'Oria, this wise ruler overcame a host of crises during the Crystal War. Though he is on his sickbed, Destin searches for the treasure of the dragon king—the Lightbringer—to raise his people's sinking morale.

Memorable **Quote**

"Set forth and search the darkness for the light that will guide us to a brighter future. The dawn of a new era in San d'Oria is upon us!"

—At Chateau d'Oraguille, while asking Adventurers to seek out the Lightbringer.





Shamonde (Shamonde P. Grauche)

シャマンド [Shamando]

Personal Data

Race: Elvaan　Gender: Male
Hometown: Kingdom of San d'Oria

The papsque of the San d'Oria Cathedral. He supports the pious Prince Pieuje and works behind the scenes to place him on the throne. Shamonde plans a fake ritual with the Lightbringer in order to open the Gates to Paradise, as described in catnedral doctrine.

Memorable **Quote**

"Why?! The sword was unsheathed, but the Gates of Paradise did not open!"

—At Chateau d'Oraguille, shaken that the Lightbringer unsheathed by Trion is not the key to the Gates of Paradise.

Curilla (Curilla V. Mecru)

クリルラ [Kurirura]

Personal Data

Race: Elvaan　Gender: Female
Hometown: Kingdom of San d'Oria

The leader of the Temple Knights. After losing her left eye in a fencing tournament, she uses her hair to conceal the injury from others. She and Trion share a mutual attraction, but their awkwardness makes it difficult to get close.

Memorable **Quote**

"Please, tell no one. Many knights would seek to take my place if they heard me say such things."

—At Chateau d'Oraguille, revealing her missing eye to the Adventurer.



Volker

フォルカー [Forukā]

Personal Data

Race: Hume | Gender: Male
Hometown: Republic of Bastok

Captain of the Mythril Musketeers, an elite force answering directly to the president of Bastok. He is hailed as a hero who defeated the Shadow Lord and ended his Crystal War, but in truth his second in command, Zeid, did the deed, leaving Volker indebted to the Galka.

Memorable **Quote**

"And so I was promoted to Mythril Musketeer, and then to captain . . . and what was waiting for me when I finally reached the top? The truth about my uncle and its cover-up!"

—At the Metalworks, learning that his uncle Ulrich killed the previous commander thirty years ago.



Zeid (War Cloud)

ザイド [Zaido]

Personal Data

Race: Galka | Gender: Male
Hometown: Republic of Bastok

The second in command of the Mythril Musketeers and a user of the Dark Knight job passed down among the Galka since ancient times. When he fought the Shadow Lord twenty years ago, Zeid sensed that the foe's true identity was that of a Galka. He later set out to discover the truth, a journey that has continued to this day.

Memorable **Quote**

"While it is my destiny to remain trapped in the darkness of my soul, yours is not. Your place is out in the light. And that is why Bastok is better in your hands than mine."

—In the throne room, seeing Volker's response after he challenges him to a fight in an attempt to rouse his spirit.





Karst (Hrichter Karst)

カルスト [Karusuto]

Personal Data

Race: Hume | Gender: Male
Hometown: Republic of Bastok

The man who became president after developing the mines in order to support the growth of Bastok. Privately emotional, Karst devotes himself to utilitarian industry for the sake of his country and often comes across as cold and distant.

Memorable **Quote**

"I have experienced [judgment] my whole life, but it has never stopped me from pursuing my goals. I won't let anyone stand in my way."

—At the Metalworks, conveying his beliefs to his daughter Cornelia, who has become discouraged about her inability to bridge the gap between races.

Cornelia (Cornelia Karst)

コーネリア [Kōneria]

Personal Data

Race: Hume　Gender: Female
Hometown: Republic of Bastok

The daughter of the president, named after a famous Mythril Musketeer who was loved by all. Though she is a youthful idealist, she also has a fastidious side. She doesn't get along with her father, Karst, who seems too willing to resort to foul means to achieve his goals. Cornelia hides her identity in order to foster peace between Humes and Galka, but she's been unable to achieve the desired result.



Memorable **Quote**

"No matter what you decide, I know that you'll face what lies before you. You're the one who taught me that."

—At the Bastok Mines, asking Gumbah—someone who also hid his identity—how he plans to live from now on.



Gumbah

グンパ [Gunpa]

Personal Data

Race: Galka　Gender: Male
Hometown: Republic of Bastok

A boy living a carefree life in the Bastok Mines. He is actually a Talekeeper, a special Galka who inherits the memories of the entire race. Balking at the responsibilities of leadership, he hides his identity. But he reveals the truth to quell a Galkan rebellion and advocates a new way forward for his people.

Memorable **Quote**

"Of course people are going to have different morals and ideals, but we all must learn to live together. There is only one Vana'diel!"

—At Bastok Mines, wishing for the Galka to accept the truth instead of relying on the Talekeepers.

Star Sibyl

星の神子 [Hoshi no Miko]

Personal Data

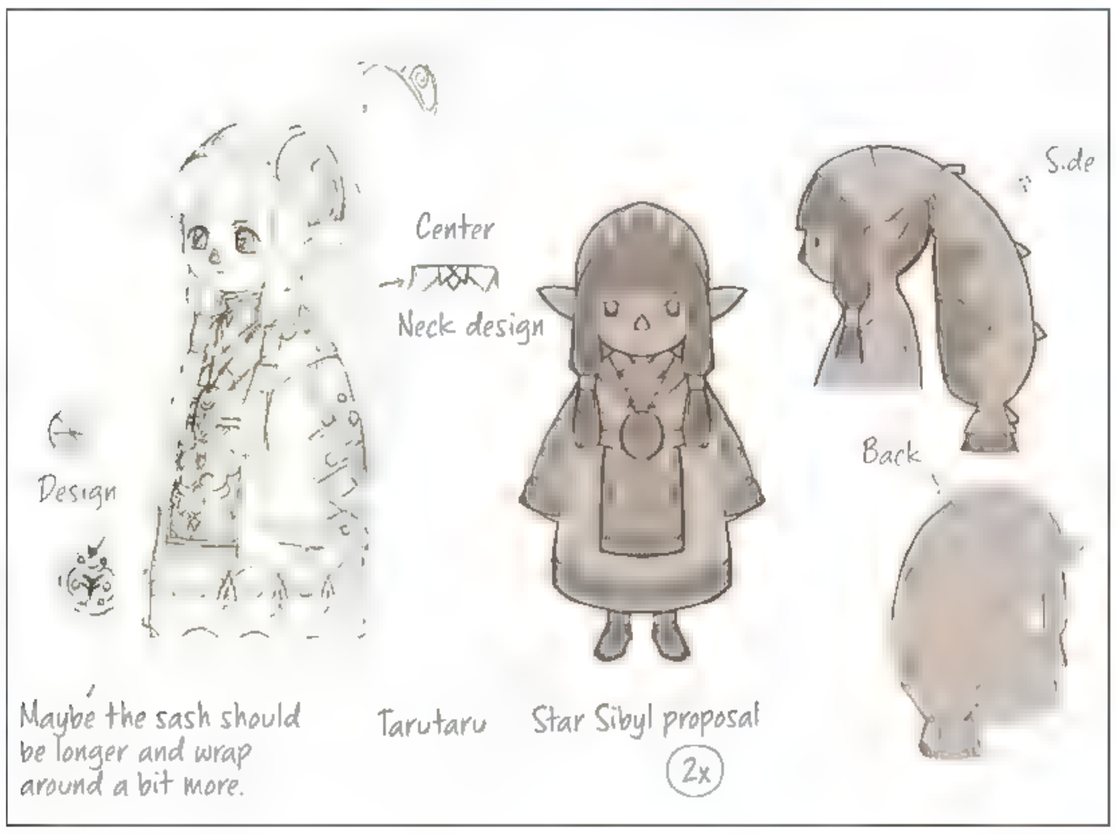
Race: Tarutaru　Gender: Female
Hometown: Federation of Windurst

The woman who has inherited the title of Windurst's ruler, a tradition spanning generations. For many years she has used the Star Reading ritual to view the future and guide her people. She maintains a firmly diplomatic stance, avoiding conflicts due to the truth she bears: the power of the stars that once protected her country was lost during the Crystal War.

Memorable **Quote**

"... That kind of overwhelming power invites dreams of ambition that will lead to the destruction of our country."

—At Heaven's Tower, when asked why she imprisoned Ajido-Marujido, who tried to save the country with his summoning power.



Perih Vashai

ペリィ・ヴァシャイ [Peryi Vuashai]

Personal Data

Race: Mithra　Gender: Female
Hometown: Kazham

The chieftain of the Mithra residing in Windurst. During the Crystal War she wielded a fiendish weapon called the Bow of Light but lost her sight in the process. Perih has a connection to Star Sibyl's guardian, Semih Lafihna, and thinks of the woman as her successor.

Memorable **Quote**

"You desire nothing in the world where you see nothing. There is nothing to be afraid of."

—In Windurst Woods, talking to Semih Lafihna about the sequence of events that led to her blinding.



Aldo

アルド [Arudo]

Personal Data

Race: Hume　Gender: Male
Hometown: Tavnazian Marquisate

The young head of the Tenshodo, an organization that controls Jeuno's underworld. He is an orphan born of the Crystal War and thus detests beastmen. Despite his caution toward Jeuno's archduke siblings, his sister-in-law Verena is kidnapped by Eald'narche, and he must join forces with an Adventurer to set things right.

Memorable **Quote**

"I've got a score to settle with Eald'narche. It's time to put an end to that midget's plan!"

—At the Hall of the Gods, to the Adventurer heading to Tu'Lia, where Eald'narche awaits.





Verena

フェレーナ [Ferēna]

Personal Data

Race: Hume　Gender: Female
Hometown: Grand Duchy of Jeuno

The true daughter of the Tenshodo's previous leader. She is a tender girl who treats everyone with kindness, but she possesses the ability to bond with beastmen, which results in her abduction at the hands of Eald'narche.

Memorable **Quote**

"I think those creeps in the palace are a lot worse than any beastmen we have here!"

—In Lower Jeuno, after hearing from her brother-in-law Aldo that the archduke is driving out beastmen in the name of public order.

Jakoh Wahcondalo

ジャコ・ワーコンダロ [Jako Wākondaro]



Personal Data

Race: Mithra　Gender: Female
Hometown: Southern region

The chieftain of Kazham, the Mithran settlement erected on Eshimo Island. She bears affection for the Norg leader Gilgamesh and offers the key to the Temple of Uggalepih to the Adventurer who visits with the pirate's introduction.

Memorable **Quote**

"Do you even know what you'll be getting yourself into? Well, don't say I didn't warn you."

—In Kazham, handing over the key to the Temple of Uggalepih's sacrificial chamber.

Lion

ライオン [Raion]

Personal Data

Race: Hume　Gender: Female
Unknown

A woman who washed ashore near Norg as a child, where she was raised as Gilgamesh's daughter. Lion traveled from land to land at her adopted father's behest, seeking to trace the movements of the Shadow Kindred. After the defeat of the Shadow Lord, she joined with Adventurers to hinder the schemes of Kam'lanaut.



Memorable **Quote**

"When this is all over, how about we hop on a ferry and sail around the world, just us two?"

—At the Celestial Nexus, to the Adventurer, before the final battle against Eald'narche.



Gilgamesh

ギルガメッシュ [Girugamesshu]

Personal Data

Race: Hume　Gender: Male
Hometown: Tavnazian Marquisate

Leader of the Bastok Pirates based out of Norg. He protected the orphan Aldo when his hometown of Tavnazian was driven into ruin and was tasked by that era's Tenshodo leader to take the boy under his wing. Gilgamesh knows about the schemes of the Jeuno's archduke siblings and enlists Adventurers to stop them.

Memorable **Quote**

"What does that boy think he's doing, playing some kind of game with Vana'diel as the prize?"

—At Norg, hearing about Eald'narche's schemes from Lion.

Kam'lanaut

カムラナート [Kamuranāto]

An archduke of Jeuno, a city-state that has seen dramatic growth in recent years. Kam'lanaut was hailed for his success in developing Jeuno from a poor fishing village and for assembling the Allied Forces of Altana. He is actually a prince of the ancient kingdom of Zilart and schemes to open the Gates of Paradise. Kam'lanaut engages Adventurers in mortal combat on the top floor of Delkfutt's Tower.



Personal Data

Race: Unknown　Gender: Male
Hometown: Unknown

Memorable **Quotes**

"I will call for your aid again soon. Until then, be well."

—At Ru'Lude Gardens, to the Adventurers who succeeded in stealing Magicite from three beastman bases.

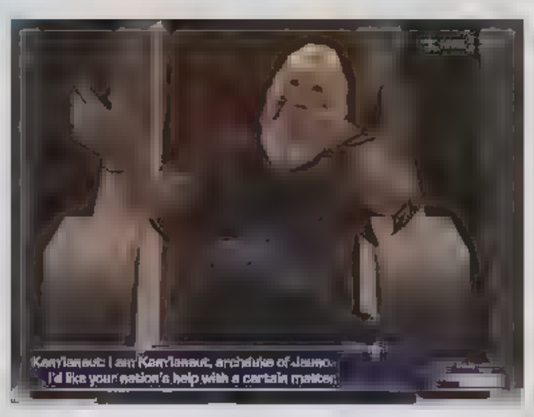
"Hah-hah-hah! I can no longer fool you. Behold! I am the will of the crystal!"

—At the Stellar Fulcrum, to Aldo, who points out that he intends to use the power of the gods to rule Vana'diel.

Memorable **Scene**

The Dubious Archduke

Adventurers first encounter Kam'lanaut when they accept the mission to steal Magicite from the beastmen strongholds. He appears as a leader requesting their aid, but an extraordinary air surrounding him causes many players to suspect ulterior motives.



Eald'narche

エルドナーシュ [Erudonāshu]

Personal Data

Race: Unknown　Gender: Male
Hometown: Unknown

The older brother of Kam'lanaut, archduke of Jeuno. Eald'narche has the mysterious power to read the hearts of men, and his appearance has not changed in over thirty years. He plans to swap Vana'diel with Paradise, the land of the gods, and will use any cruel methods to achieve his ends.

Memorable **Quote**

"Like I told you before, we will not be handing over Vana'diel to anyone. This is our world."

—In the throne room, claiming that Vana'diel belongs to "us Zilart."



Grav'iton (Grav'iton Berisacci)

グラビトン [Gurabiton]

Personal Data

Race: Unknown Gender: Female
Hometown: Unknown

A Kuluu who served the ancient kingdom of Zilart. Ten thousand years ago, she was transformed into a Tonberry during the meltdown cataclysm. She now resides as a spirit in the Temple of Uggalepih as a spokesperson of her race. When tragedy descends upon Vana'diel once again, she entrusts hope to the Adventurers.

Memorable **Quote**

"My name is Grav'iton Berisacci, a scholar from the lost civilization of Kuluu. However, my colleagues often referred to me by the sobriquet Tonberry."

—At the Temple of Uggalepih, introducing herself and revealing herself as the origin of the name "Tonberry."





Yve'noile

イブノイル [Ibunoiru]

A woman from the ancient kingdom of Zilart. One of the priestesses of Altana known as the Dawnmaidens, she guards the Tu'Lia, the Gate of the Gods used to enter Paradise. She passed away ten thousand years ago, but her thoughts remain on this planet, where she performs a baptism of light upon Adventurers crossing into Tu'Lia.

Personal Data

Race: Unknown Gender: Female
[redacted]: Unknown

Memorable **Quote**

"Until we meet again . . . Warriors of the Crystal."

—At the Celestial Nexus, bidding farewell to the Adventurers who halted Eald'narche's ambition.

Dawnmaiden Designs



Memorable **Scene**

Final Words to Yve'noile

After Eald'narche loses the battle against the Adventurers, he finds Yve'noile and speaks his last words to her before disappearing. Though his final words are not displayed onscreen, they help convey the relationship between Eald'narche and Yve'noile. Players can guess what he said to her based on context clues heard throughout the story.



TOWNSPEOPLE



Hume/Children



Hume/Elderly



Hume/Artisan



Hume/Upper-Class Woman

Hume/Middle-Aged Woman





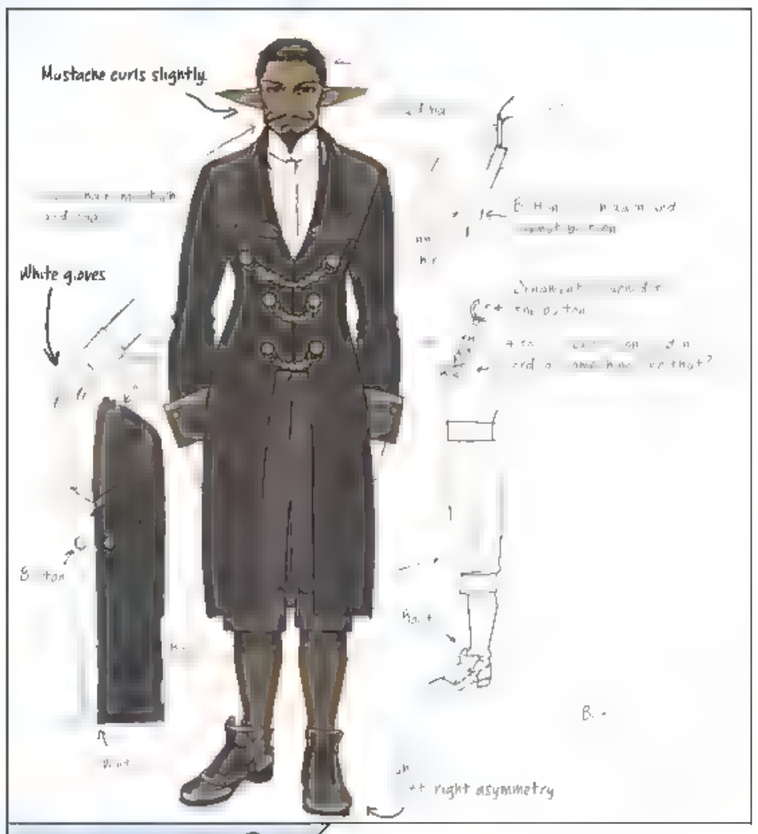
Hume/Artisan Variations

Hume/Laborers



Hume/Merchants





Elvaan/Butler ①



Elvaan/Butler ②

Elvaan/Children



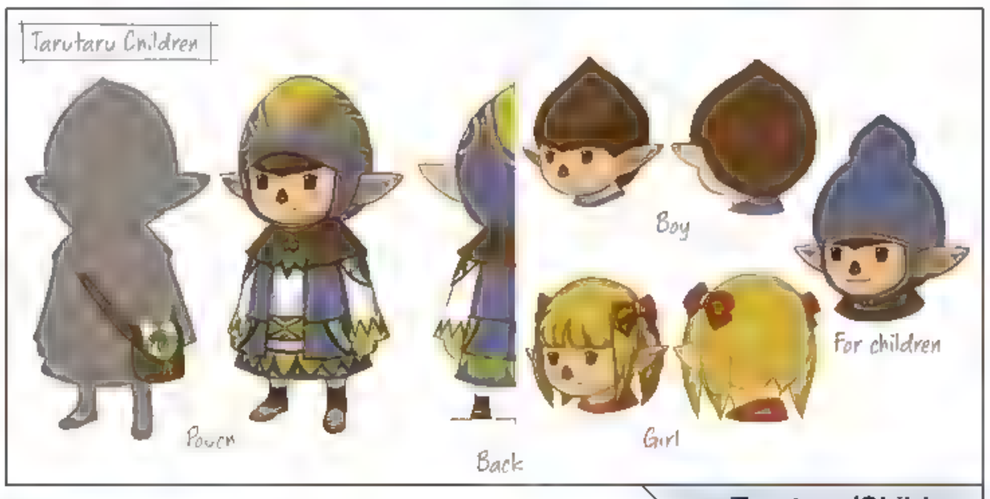
Tarutaru/Directors





Mithra/Child

Tarutaru/Children



Galka/Laborers



Galka/Child



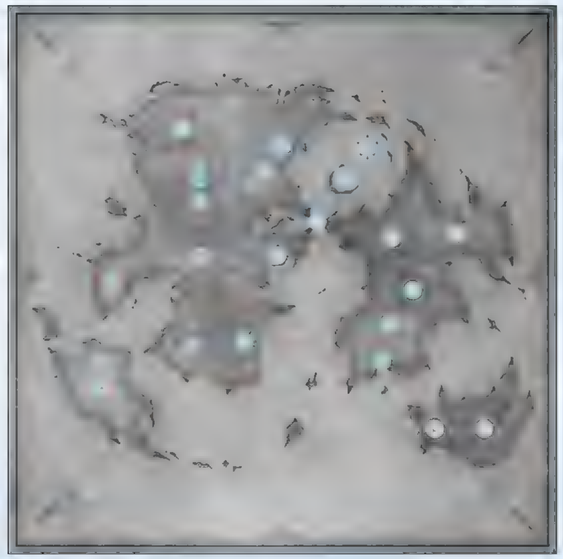
FINAL FANTASY XI ONLINE ファイナルファンタジーXI

WORLD

Most of the adventure takes place on the two continents at the center of Vana'diel, a world blessed by the gods. The continent of Quon lies to the west, and Mindartia lies to the east. In *Rise of the Zilart*, players explore Zepwell Island in the southwest and Elshimo Island in the southeast.



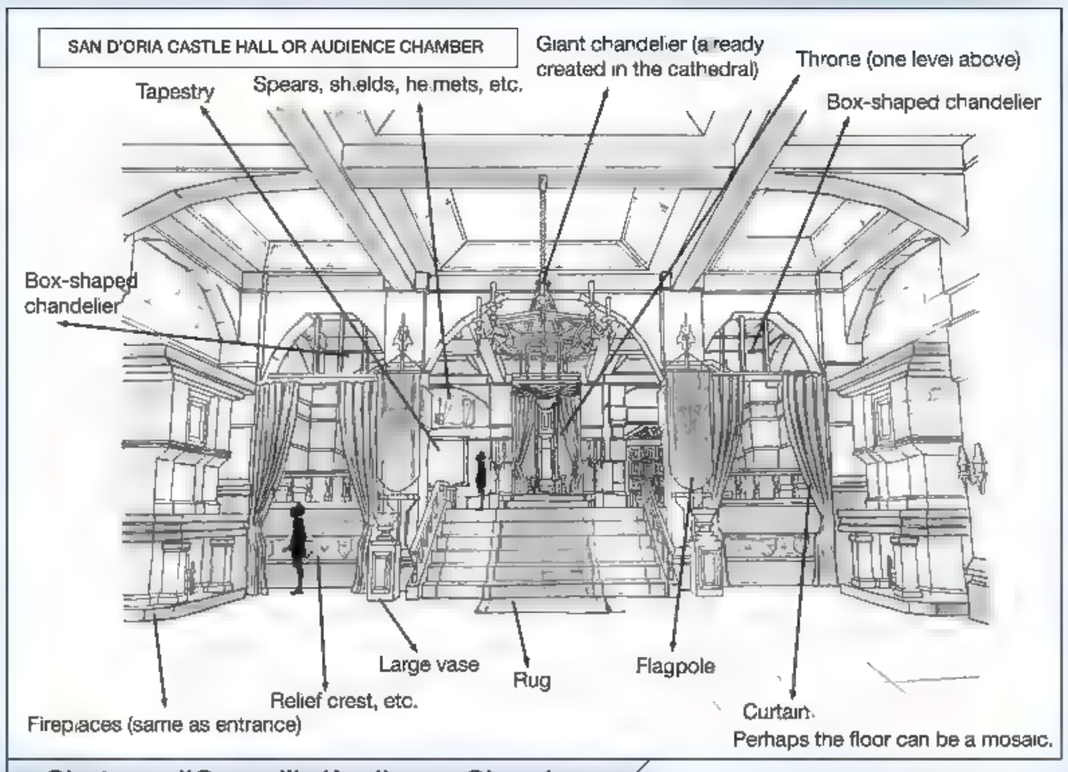




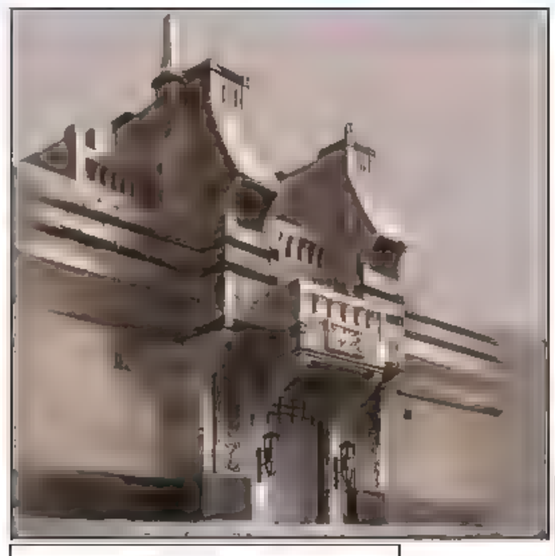
1. Kingdom of San d'Oria
2. Ronfaure
3. Zulkheim
4. Norvallen
5. Vollbow
6. Republic of Bastok
7. Gustaberg
8. Derfland
9. Fauregandi
10. Valdeaunia
11. Federation of Windurst
12. Sarutabaruta
13. Kolshushu
14. Aragoneu
15. Li'Telor
16. Grand Duchy of Jeuno
17. Qufim
18. Kuzotz
19. Elshimo Lowlands
20. Elshimo Uplands
21. Tu'Lia

Kingdom of San d'Oria

The country of the proud Elvaan people. Southern San d'Oria contains the business and residential areas, while the royal palace and cathedral are located in the north. Airships come and go from Port San d'Oria, and the entire city is protected by high castle walls.



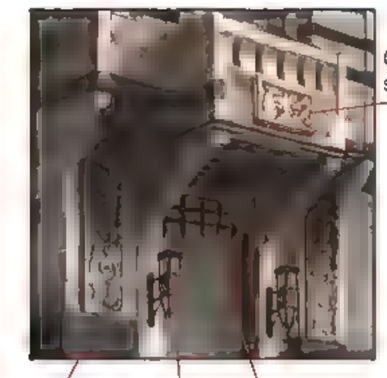
▶ Chateau d'Oraguille/Audience Chamber



SAN D'ORIA CITY GATE IMAGE

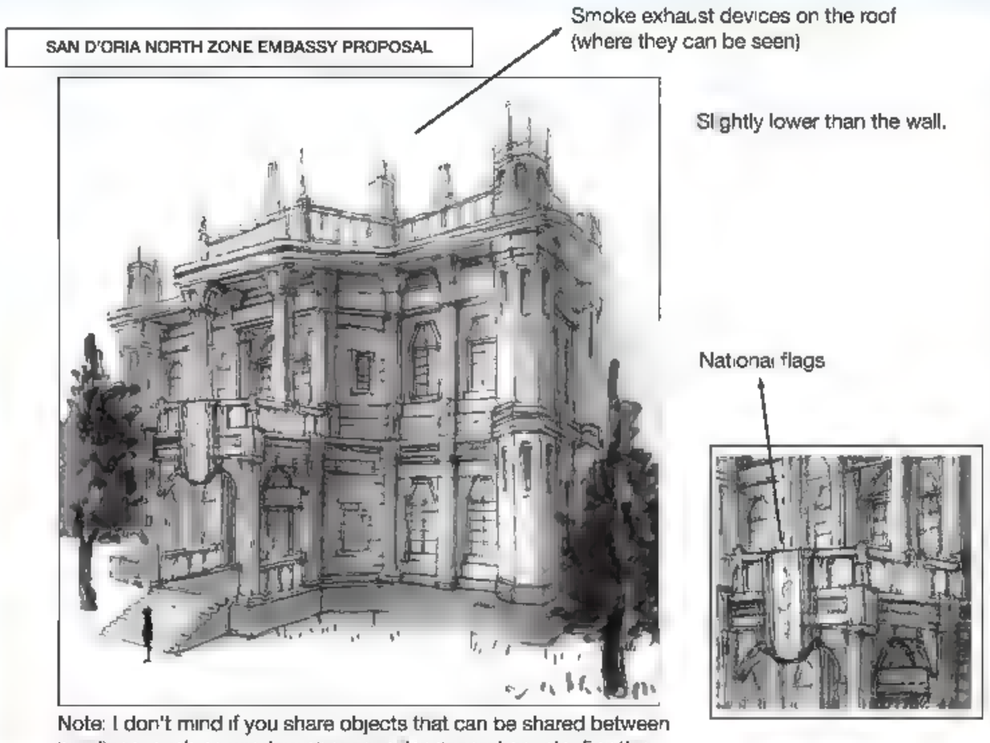
An image of the city gate in the north zone. Not too flashy. Could also be used as a generic gate.

The roof is made of stone. You cannot go out to the balcony.



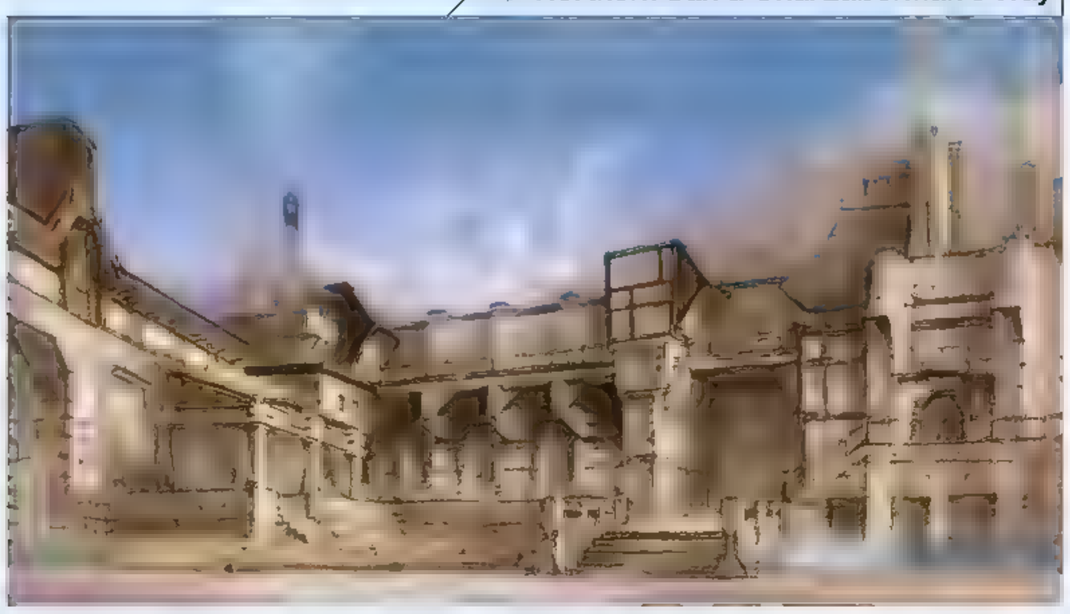
▶ Northern San d'Oria/Castle Gate

▶ Northern San d'Oria/Consulate

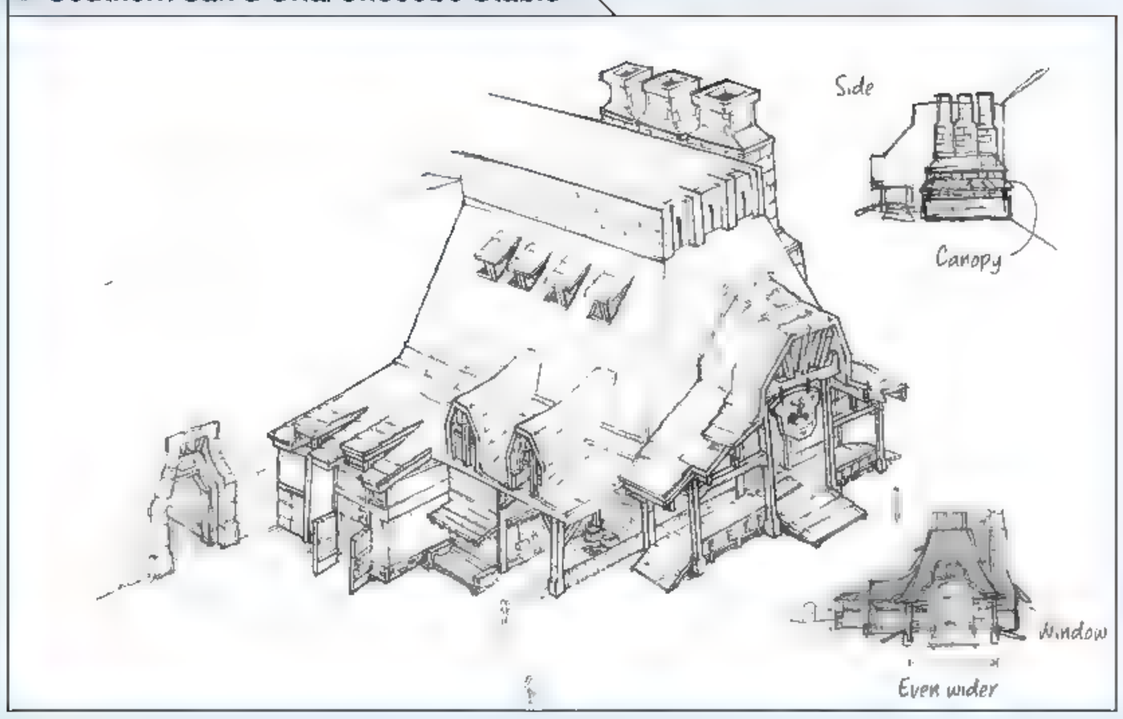


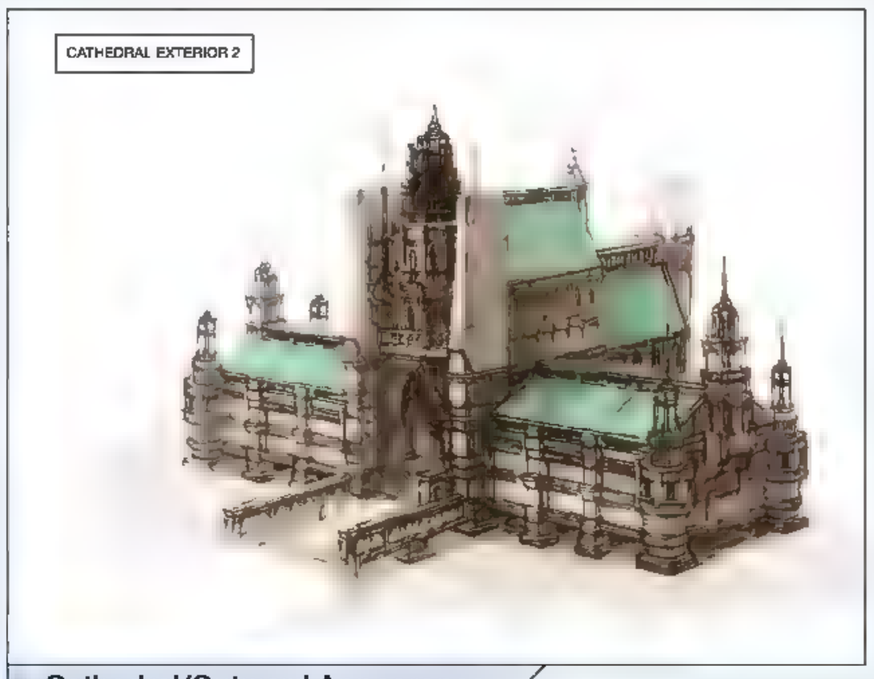
Note: I don't mind if you share objects that can be shared between buildings, such as window shapes, pillar decoration, etc. For this reason, various shapes can be changed or simplified

▶ Northern San d'Oria/Laborman's Way



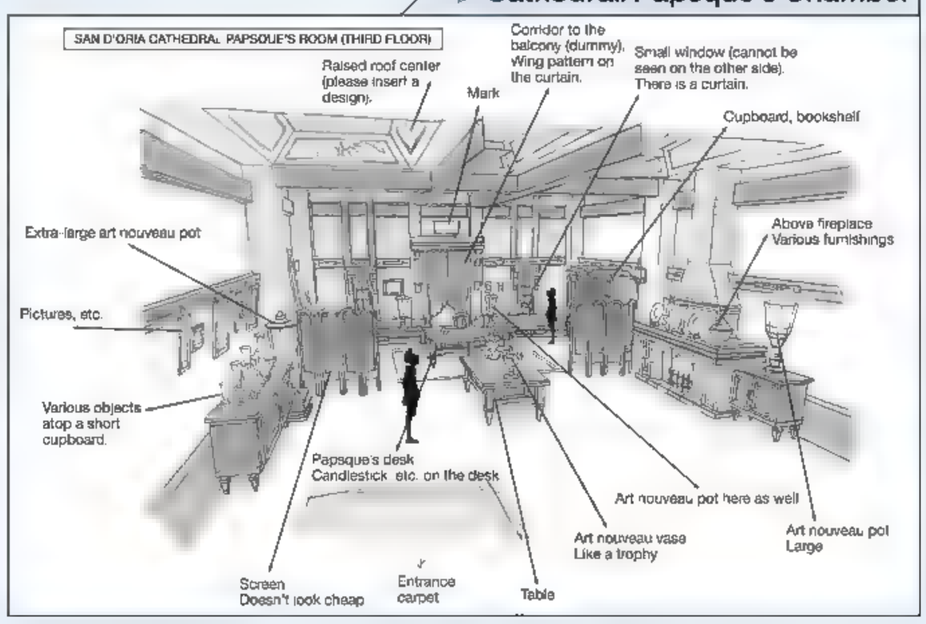
▶ Southern San d'Oria/Chocobo Stable





▶ Cathedral/Outward Appearance

▶ Cathedral/Papsque's Chamber



Memorable **Location**

Vana'diel Bat Wing Bonanza

Talking to an NPC in the northeast of northern San d'Oria lets players undertake a quest in which they hand over two bat wings. After completing this task once, players can retake it again and again. Doing so increases reputation (a value that affects which quests players can undertake and the cost of shop goods) in San d'Oria every time. Many Adventurers collect loads of bat wings, handing them off two by two to max out their reputation.



Ronfaure

The woodlands spreading around the outskirts of San d'Oria. The name means "rabbit hole" in the ancient Elvaan tongue. The Ghelsba Outpost in the west is a frontline base for Orcs, and to this day they engage in skirmishes with the kingdom's forces.

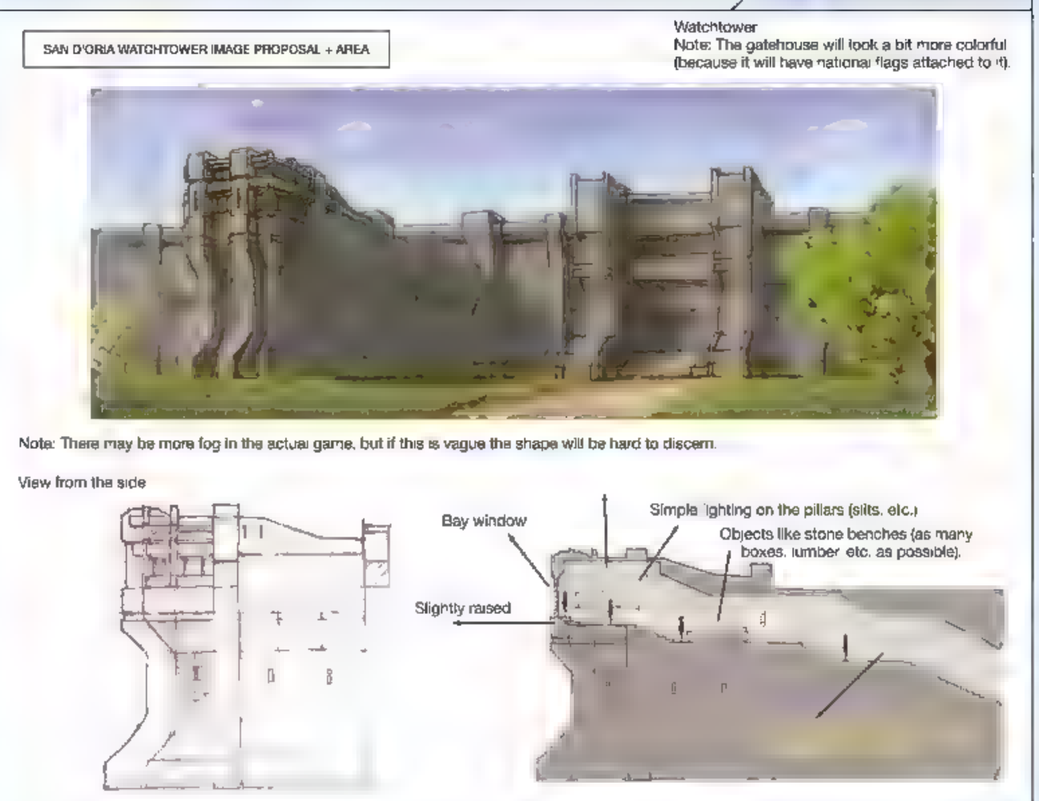


Ghelsba Outpost

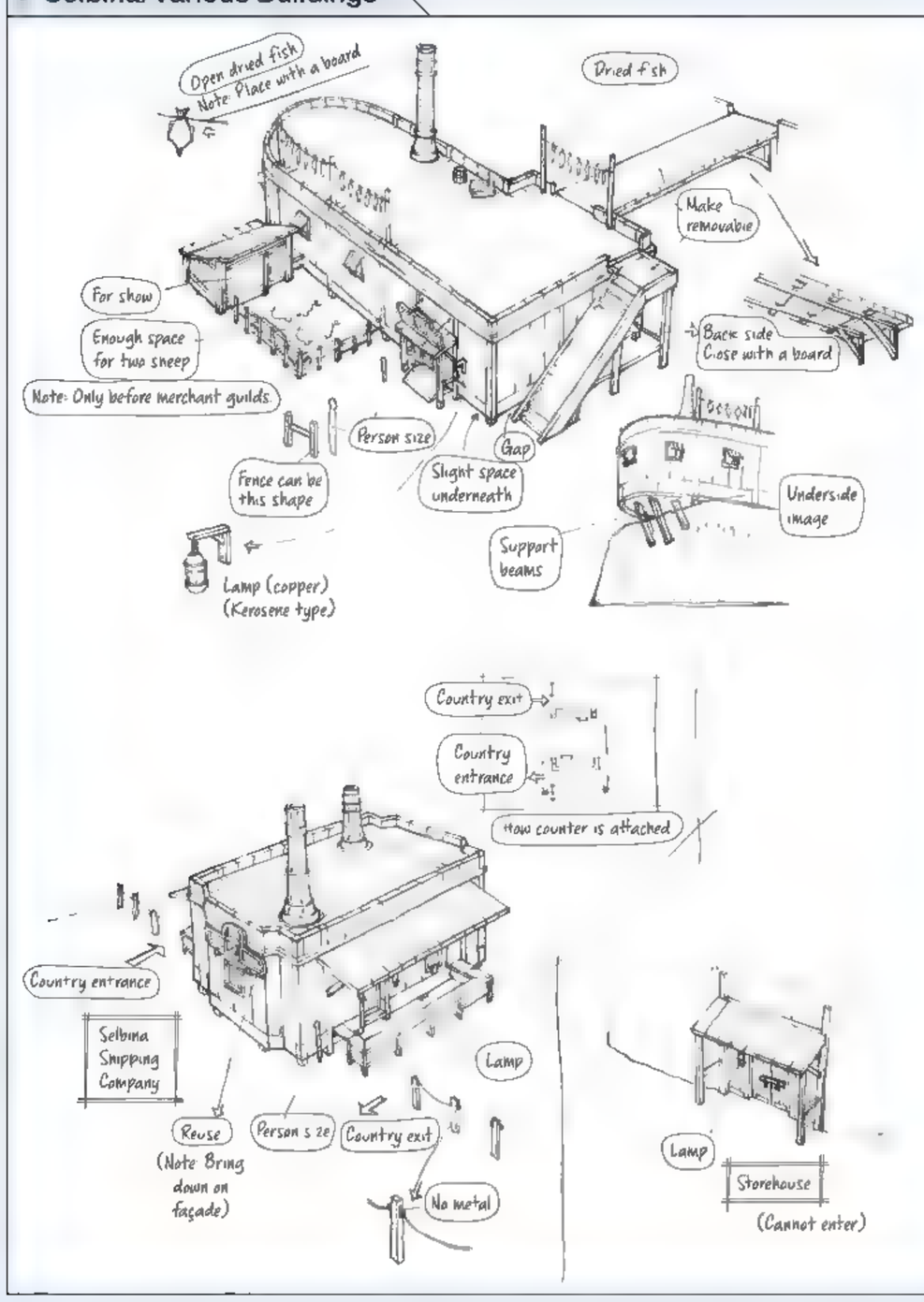


West Ronfaure/Knightwell

Lookout Tower



Selbina/Various Buildings



Zulkheim

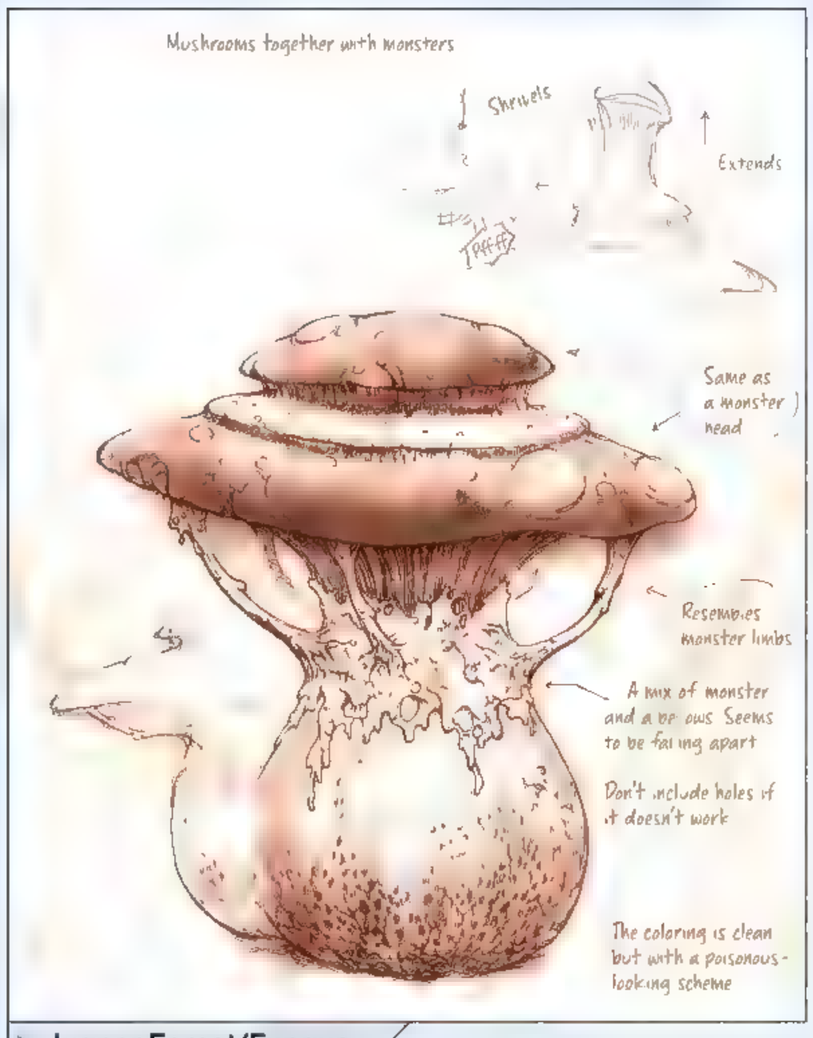
A region in the center of the Quon continent, where the people of San d'Oria and Bastok have engaged in either clashes or cultural exchange. Compared to the lush, verdant highlands, the lowlands seem to be transforming into an intense desert. Many people live in the port of Selbina, located within the desert.



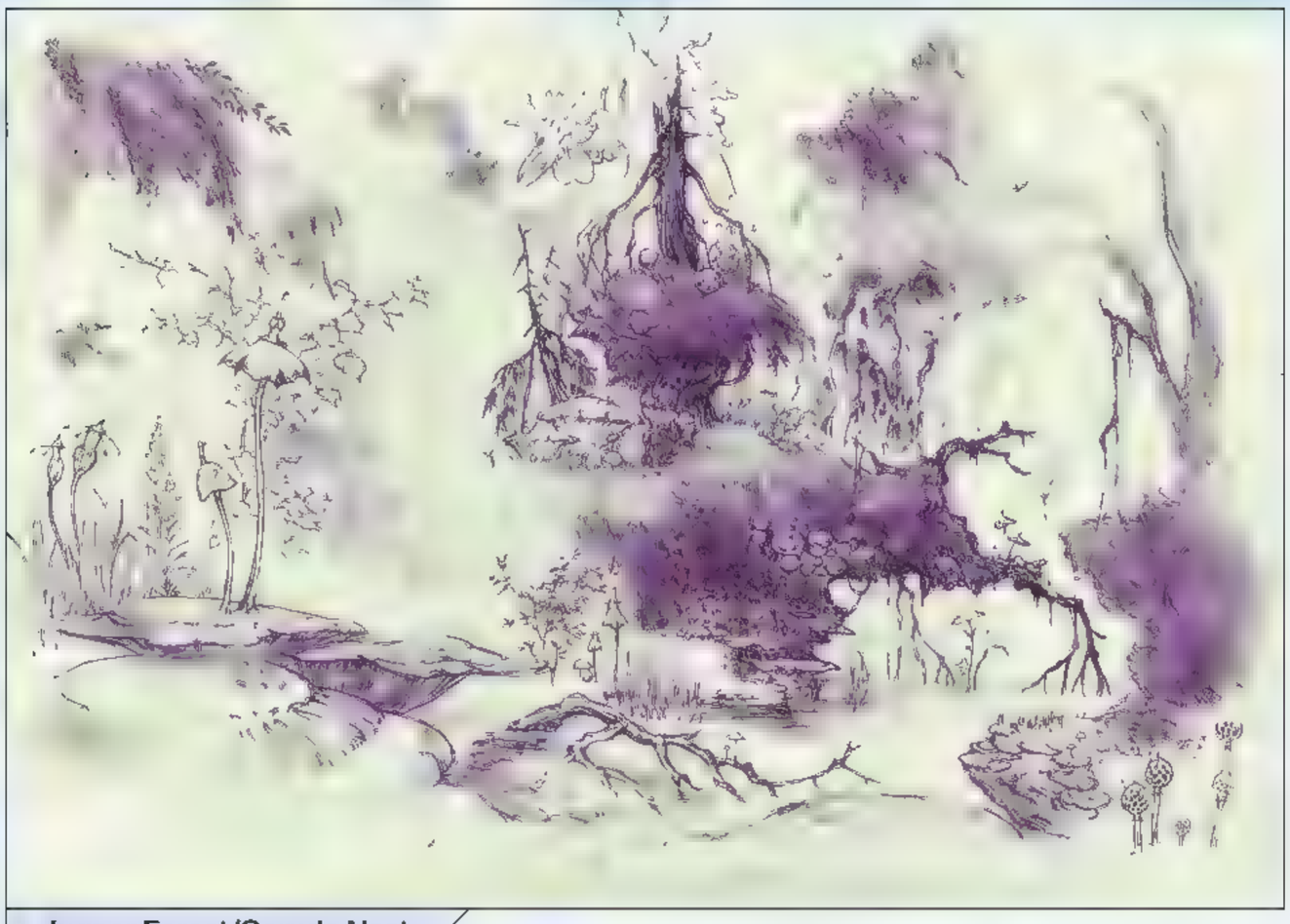
Konschtat Highlands Weed

Norvallen

A peninsula in the northeast of the Quon continent. For many years the region was blessed with enough trees to support San d'Oria's woodworking tradition, but the Batallia Downs to the east logged the land into ruin while erecting their protective wall. The Orcish Hosts stronghold of Davoi still retains traces of what was once an Elvaan village.



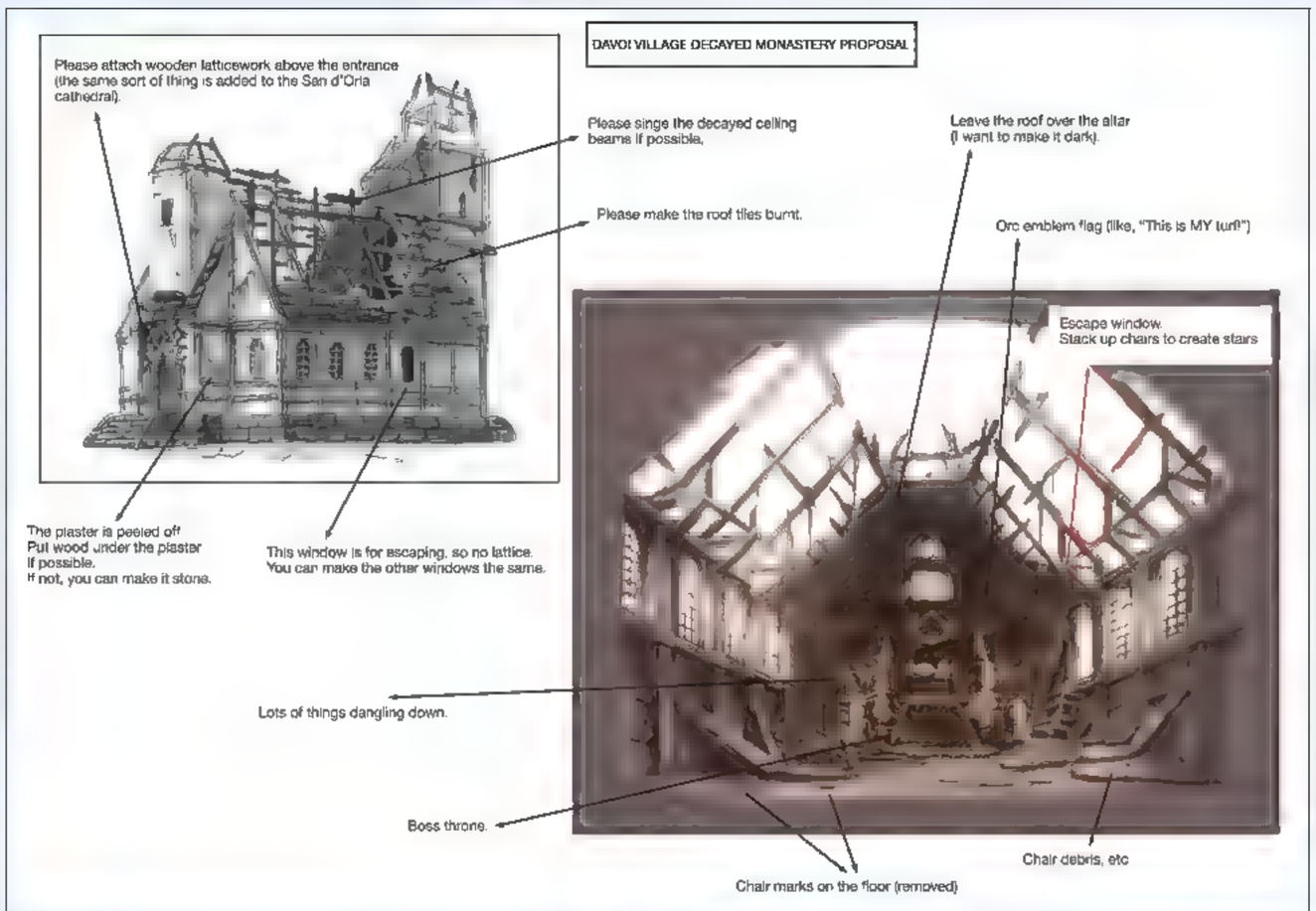
▶ Jugner Forest/Fungus



▶ Jugner Forest/Garuda Nest



▶ Batallia Downs/Crystallized Tree



▶ Dungeon

Vollbow

A peninsula covered in sand dunes and rock cliffs. Tall mountains were born of changes in the earth's crust during the Crystal War. The only paths to other regions lie in the Kuftal and Gustav tunnels underground.

▶ Dungeon

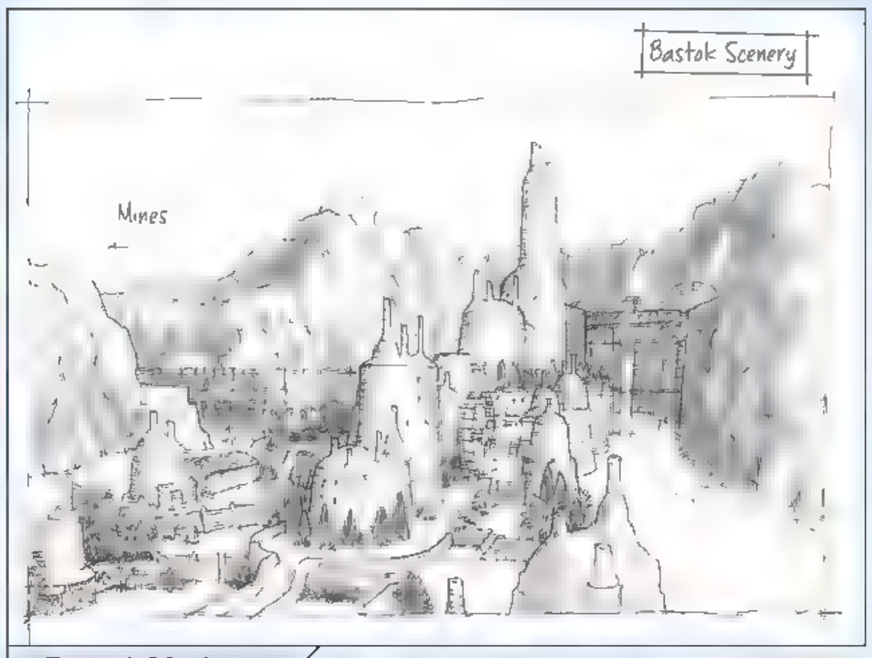


Republic of Bastok

A country populated by Humes and Galka. The Humes occupy the shop-lined markets and the port where airships anchor. The Galka live in the old mining district. To the west lie the Metalworks and the massive buildings that act as centers of administration and industry.

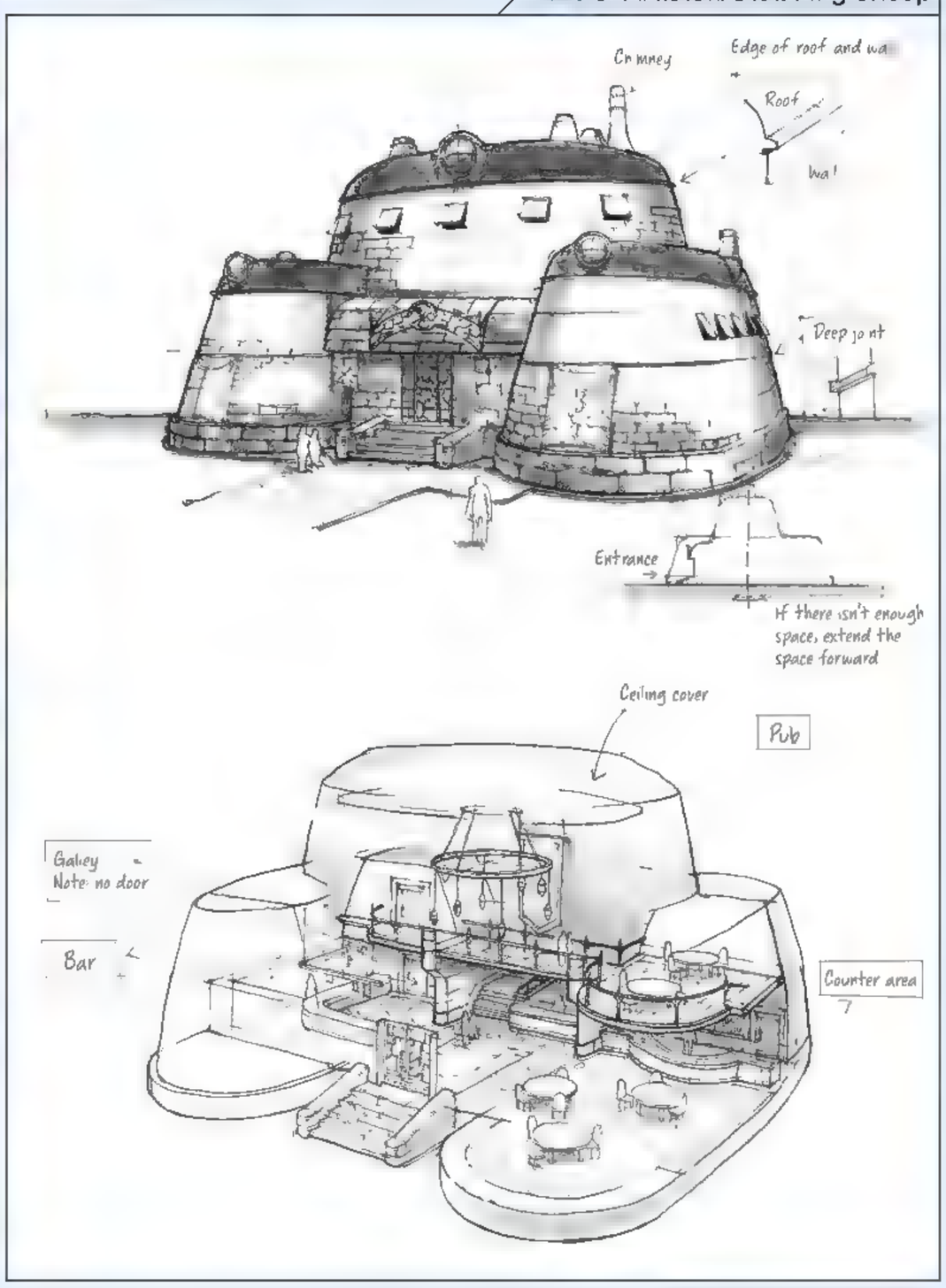


▸ Bastok Markets/Road



▸ Bastok Markets

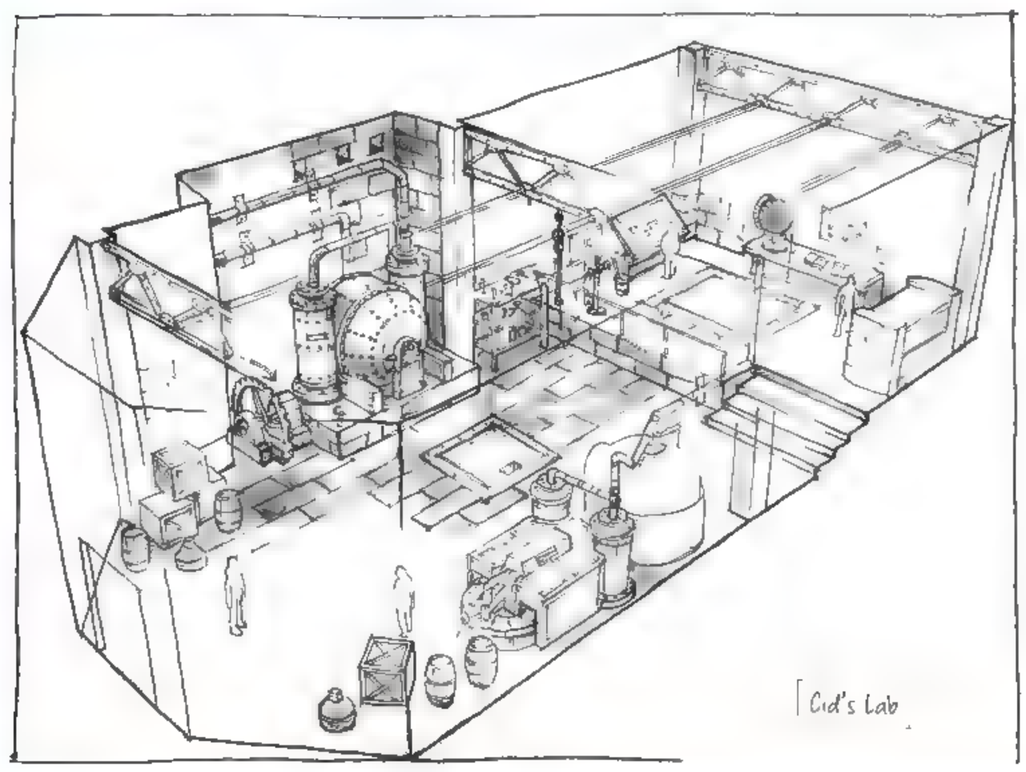
▸ Port Bastok/Steaming Sheep

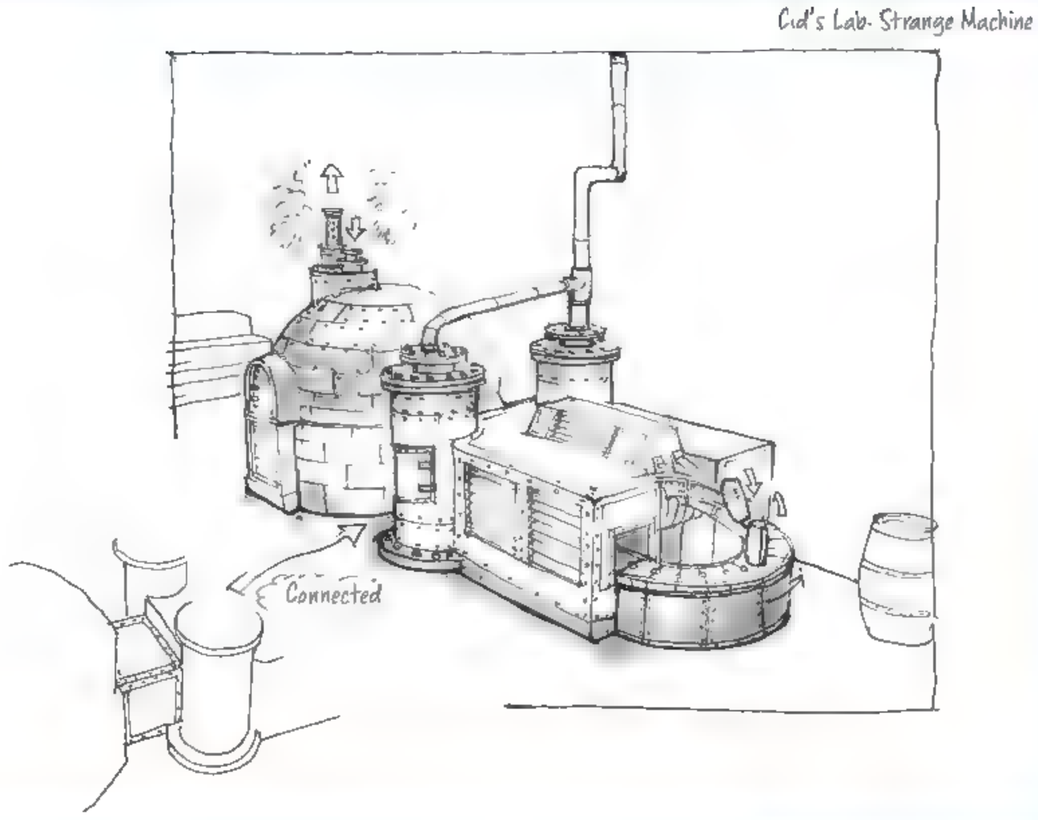




▸ Bastok Markets/Road

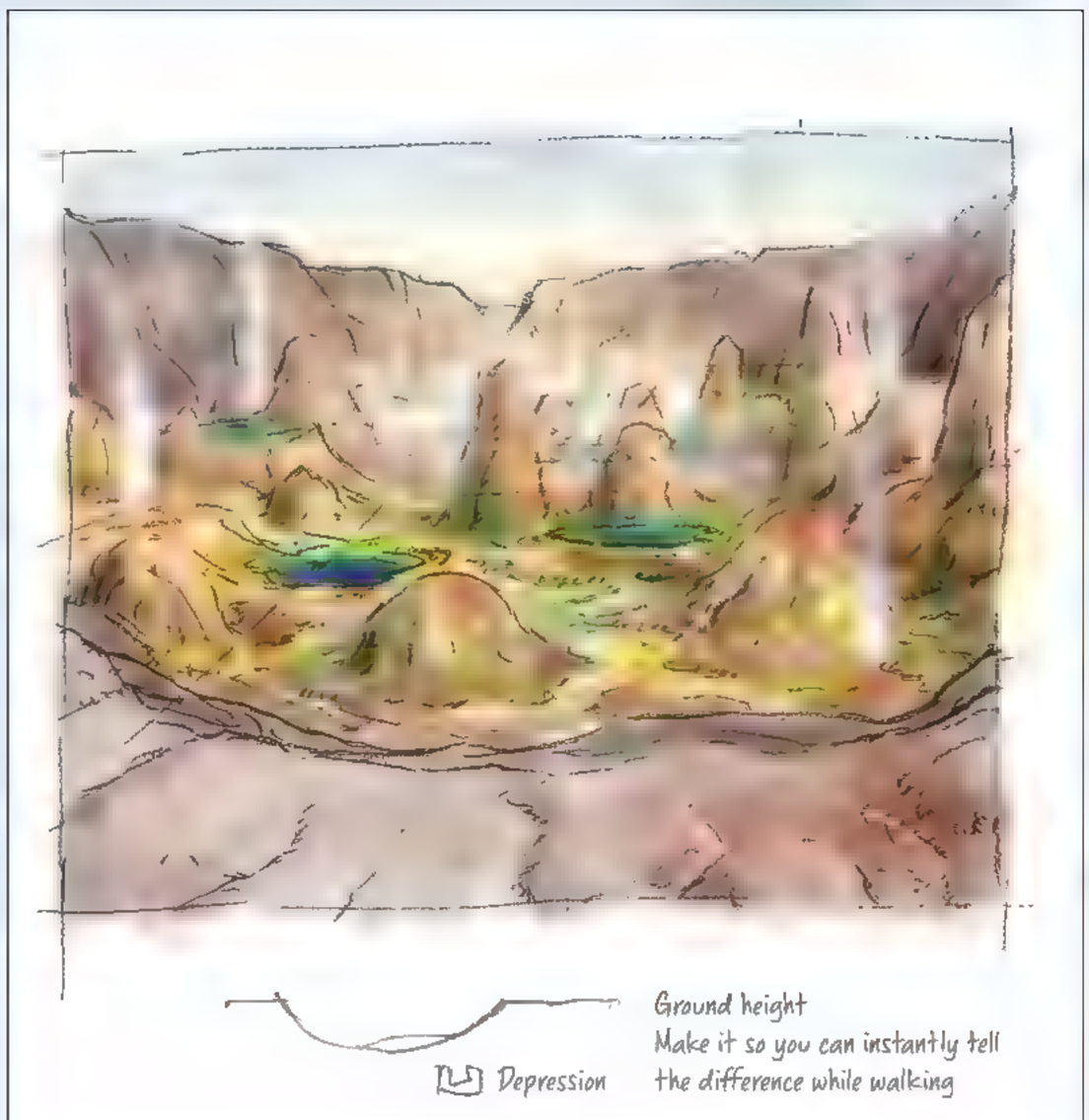
▸ Metalworks/Cid's Lab



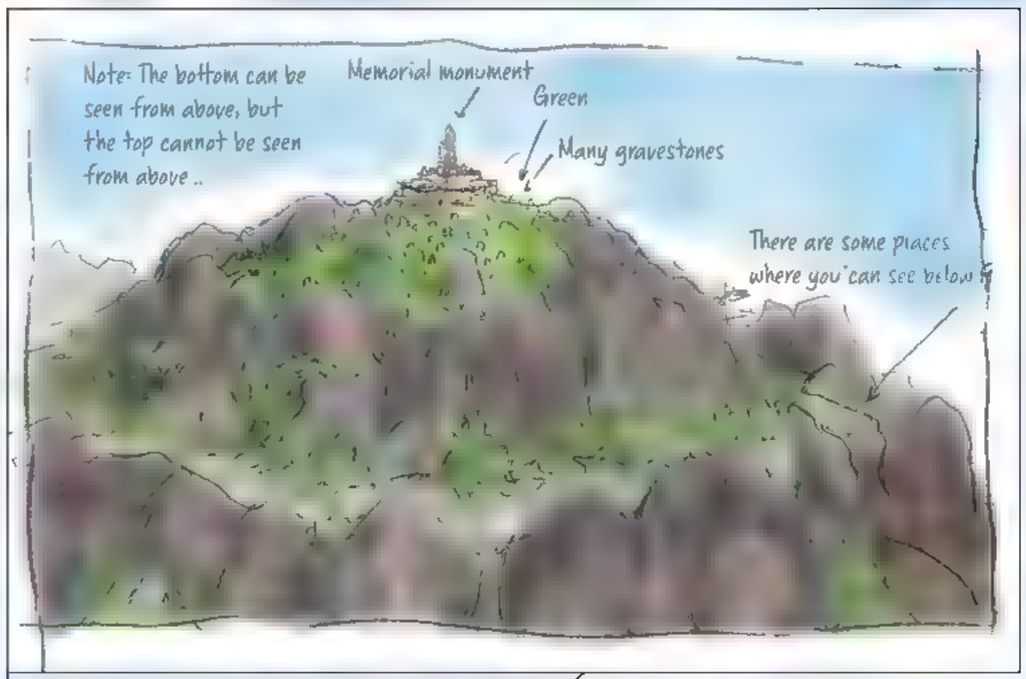


Gustaberg

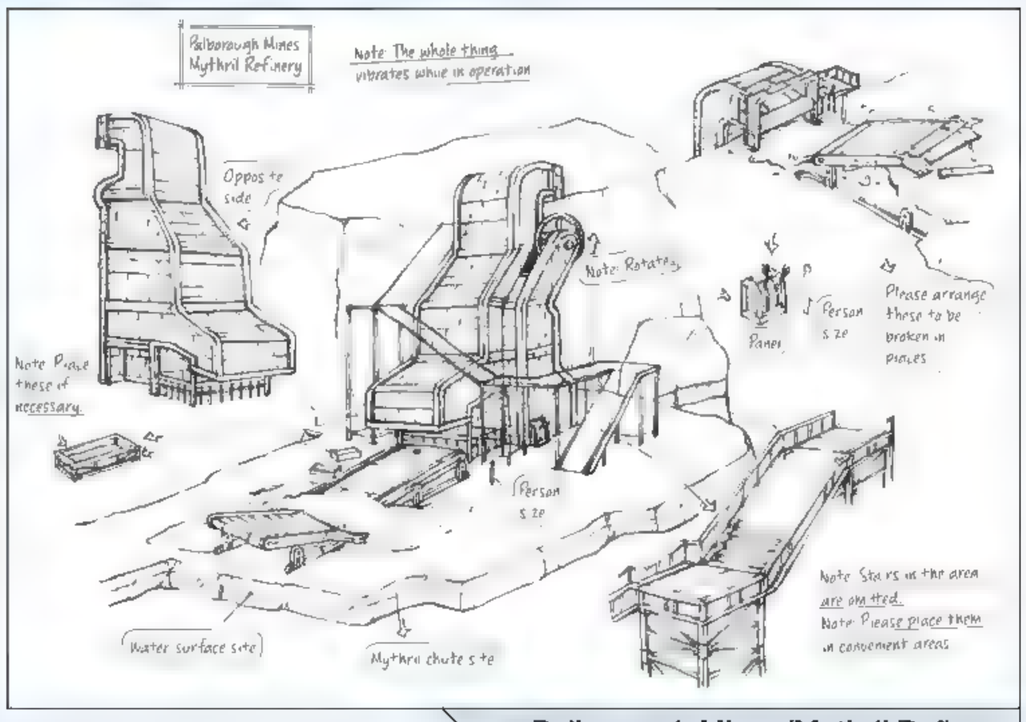
A basin rich in mineral resources but sparse in vegetation. The Palborough Mines to the north were recovered from the Quadav that once possessed them, and the Zeruhn Mines in the east now act as the driving force behind Bastok's development.



South Gustaberg/Dangruf Wadi Entrance



North Gustaberg/Stone Monument



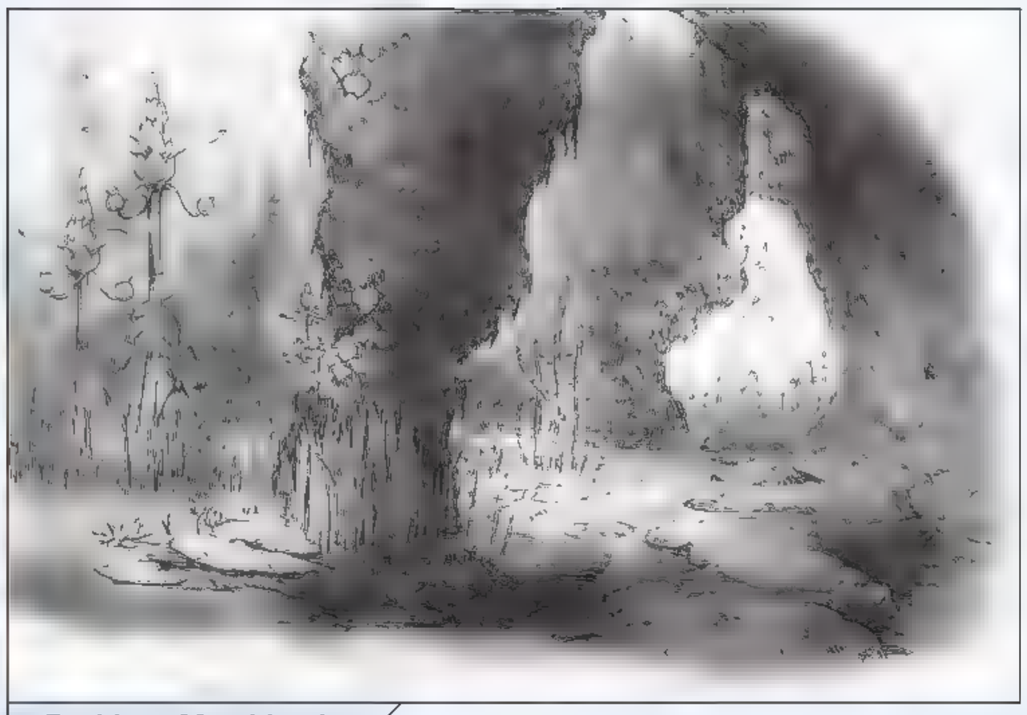
Palborough Mines/Mythril Refinery

Derfland

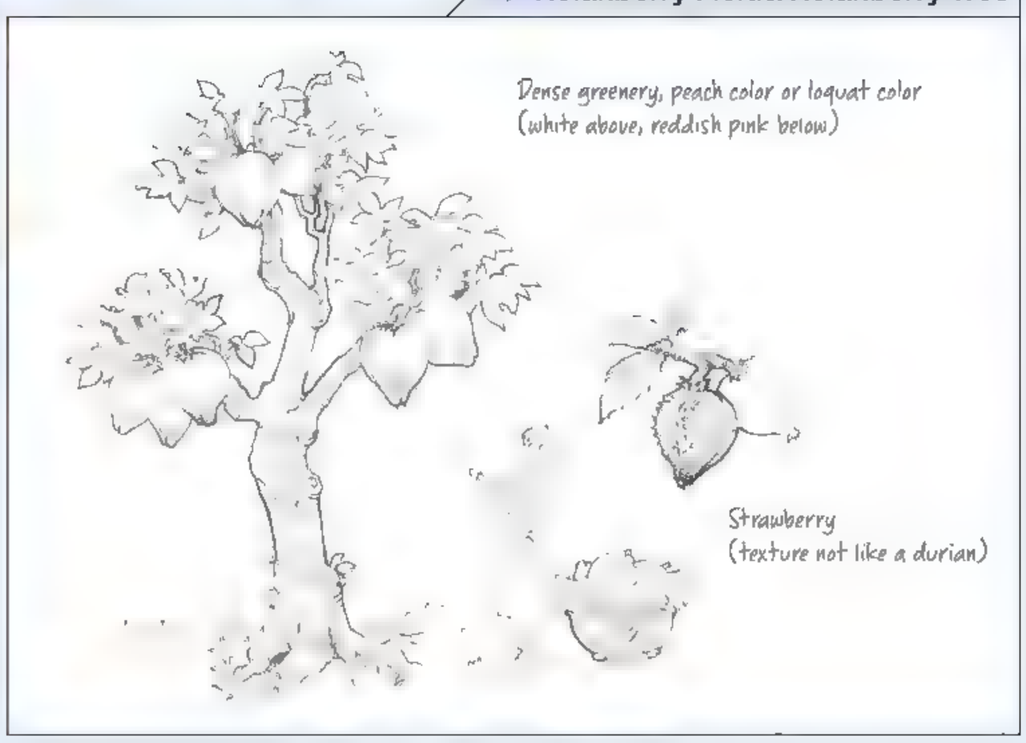
A peninsula in the east of the Quon continent. The Rolanberry Fields that look out upon the Straits of Jeuno are used to grow and cultivate fruit, and the Crawlers in this area seem to cause endless damage. The Quadav city of Beadeaux rests deep inland within the Pashhow Marshlands.



Beadeaux

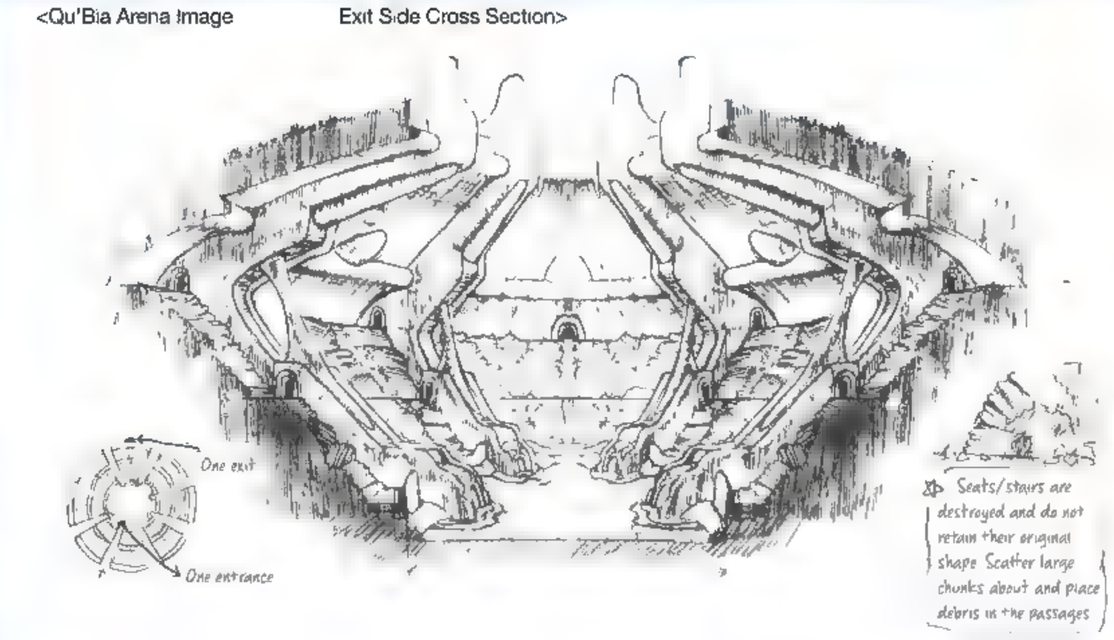


Pashhow Marshlands



Rolanberry Fields/Rolanberry Tree

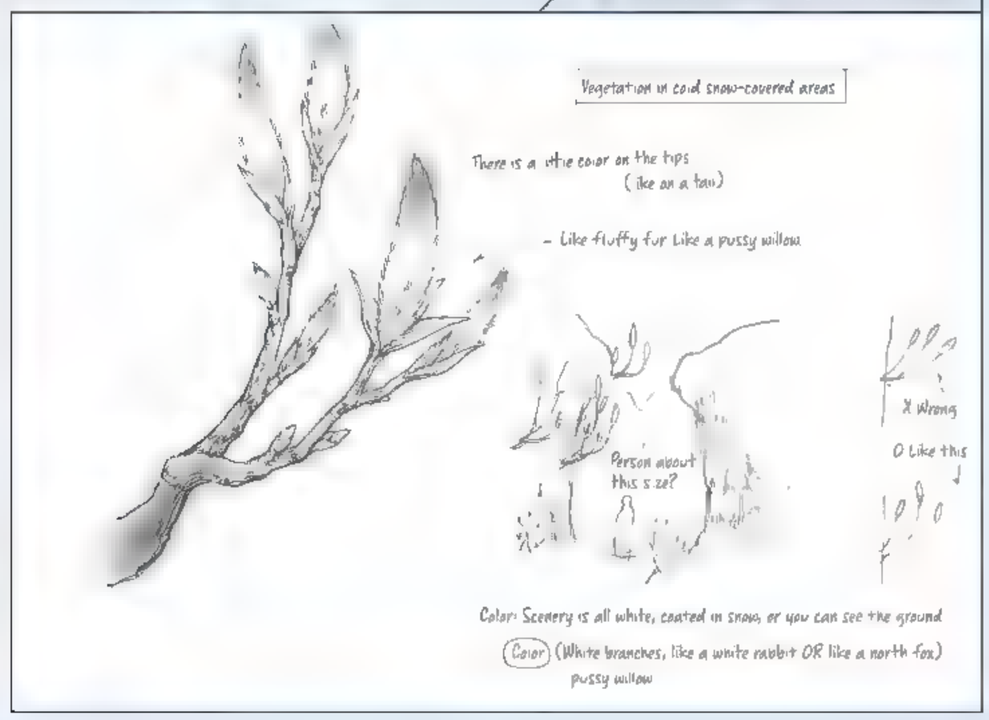
Qu'Bia Arena (Cross Section)



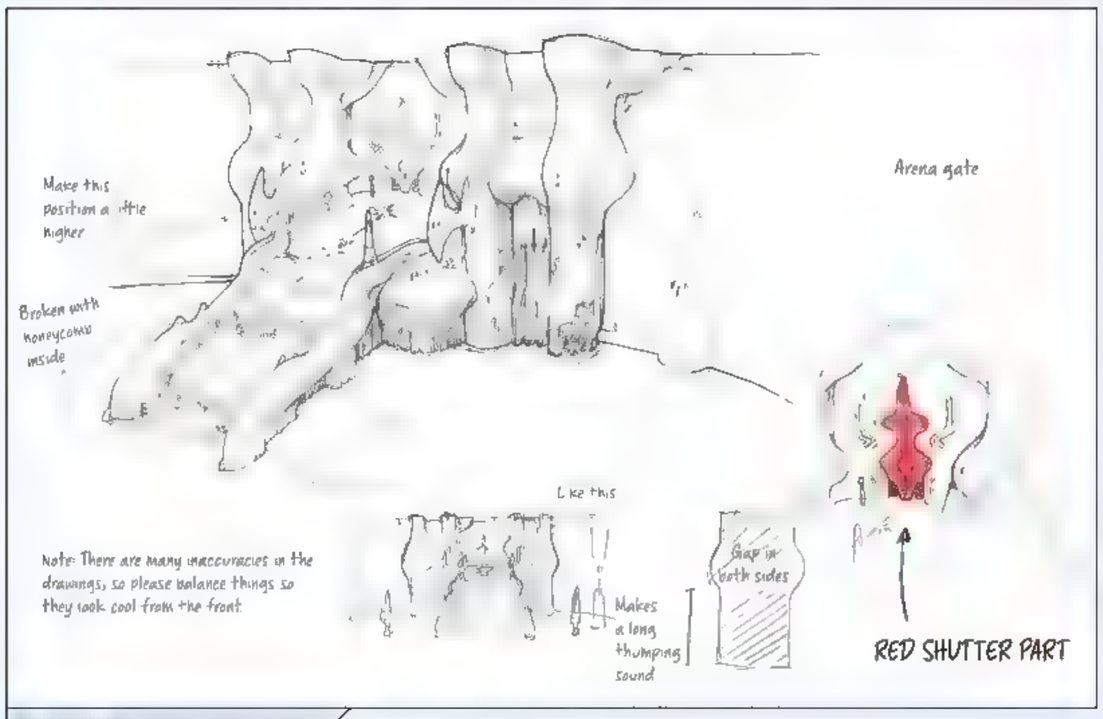
Fauregandi

This region—whose name means "frozen soil" in ancient Elvaan—contains arctic areas including the Beaucedine Glacier. Homes, plazas, and an arena can be seen to the north in the mysterious giant ruins of Fei'Yin, but there are no residents to be found. The area has been transformed into a den of ghosts and monsters.

Beaucedine Glacier Plant

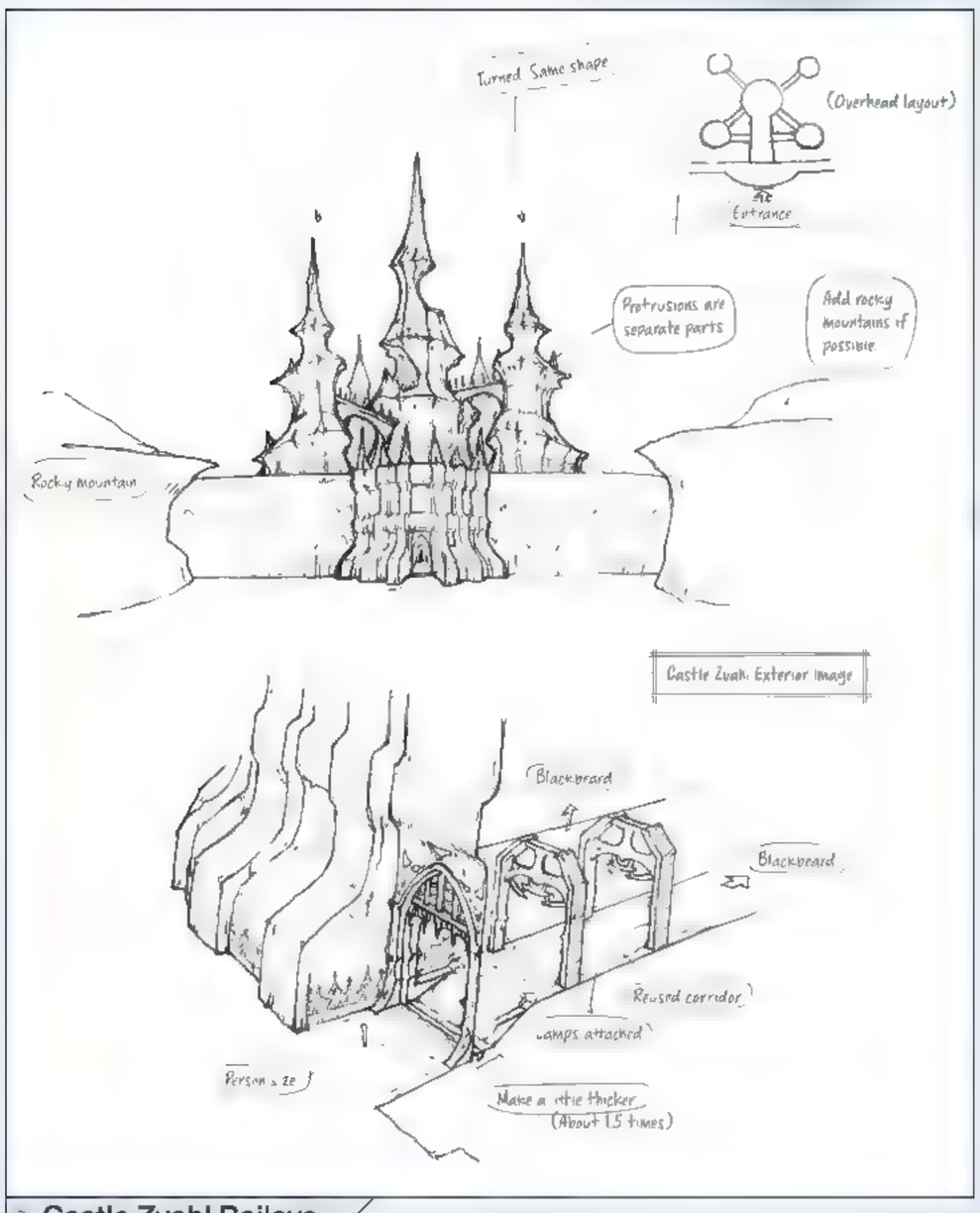


Qu'Bia Arena/Exit

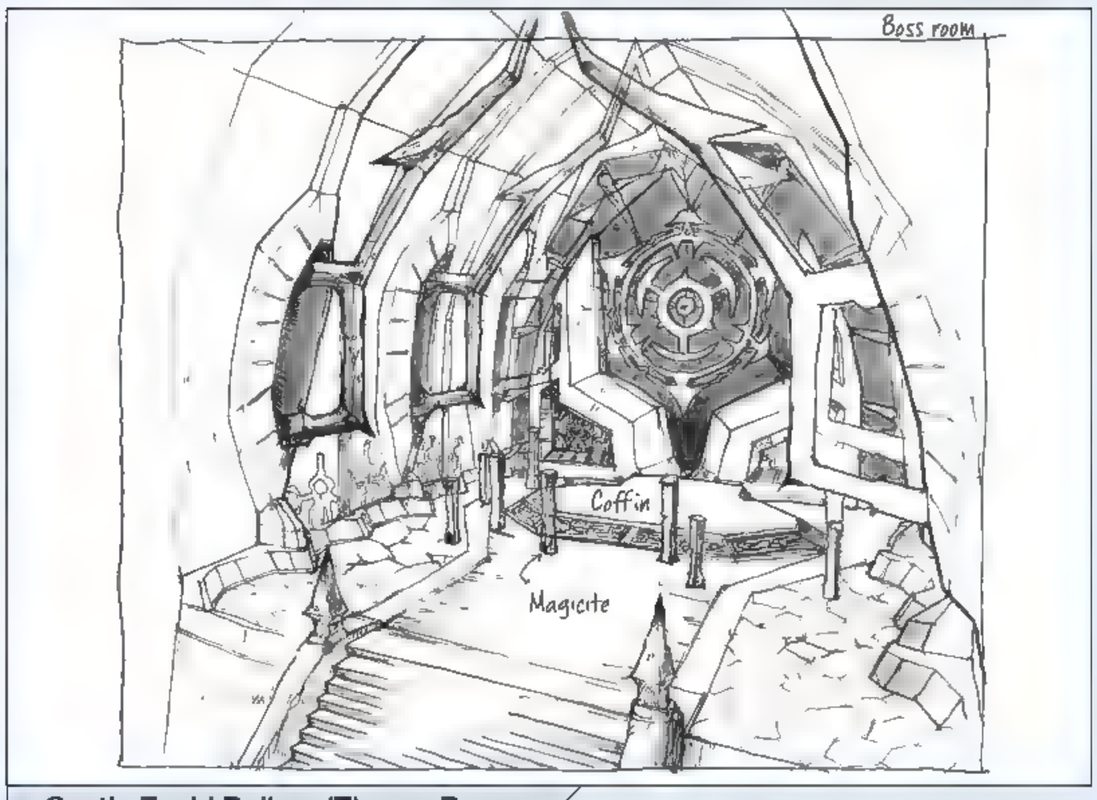


Valdeaunia

A region on the northernmost tip of the continent of Quon. Ancient Elvaans deemed it to be an uninhabitable region, due to the harsh blizzards and brutal monsters that prevent people from entering. Castle Zvahl, built by the demonic beastmen calling themselves Kindred, towers over the western side of Xarcabard Valley.

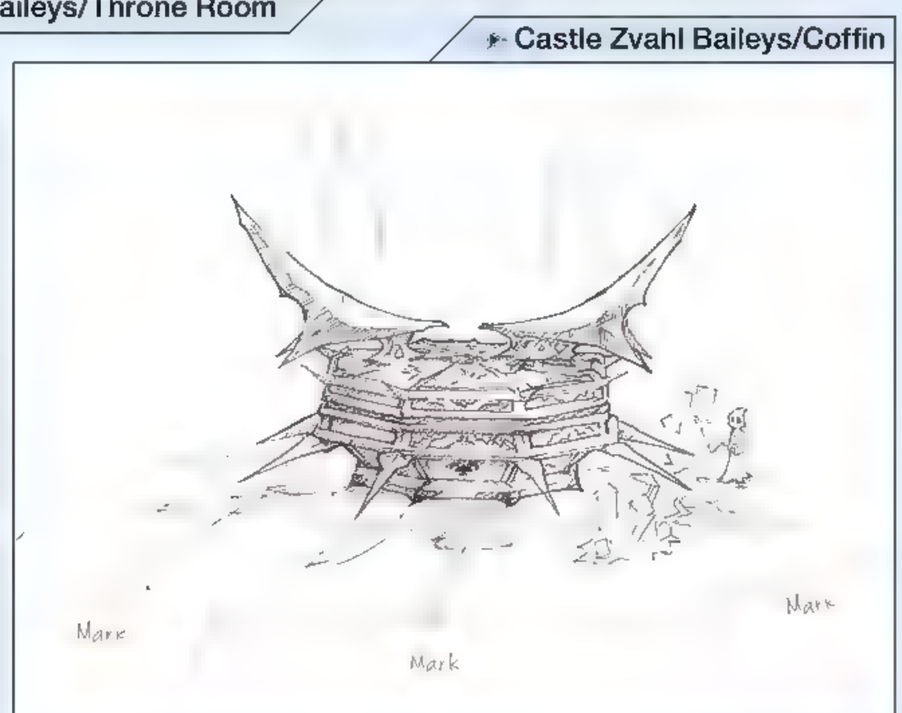


Castle Zvahl Baileys



Castle Zvahl Baileys/Throne Room

Castle Zvahl Baileys/Coffin

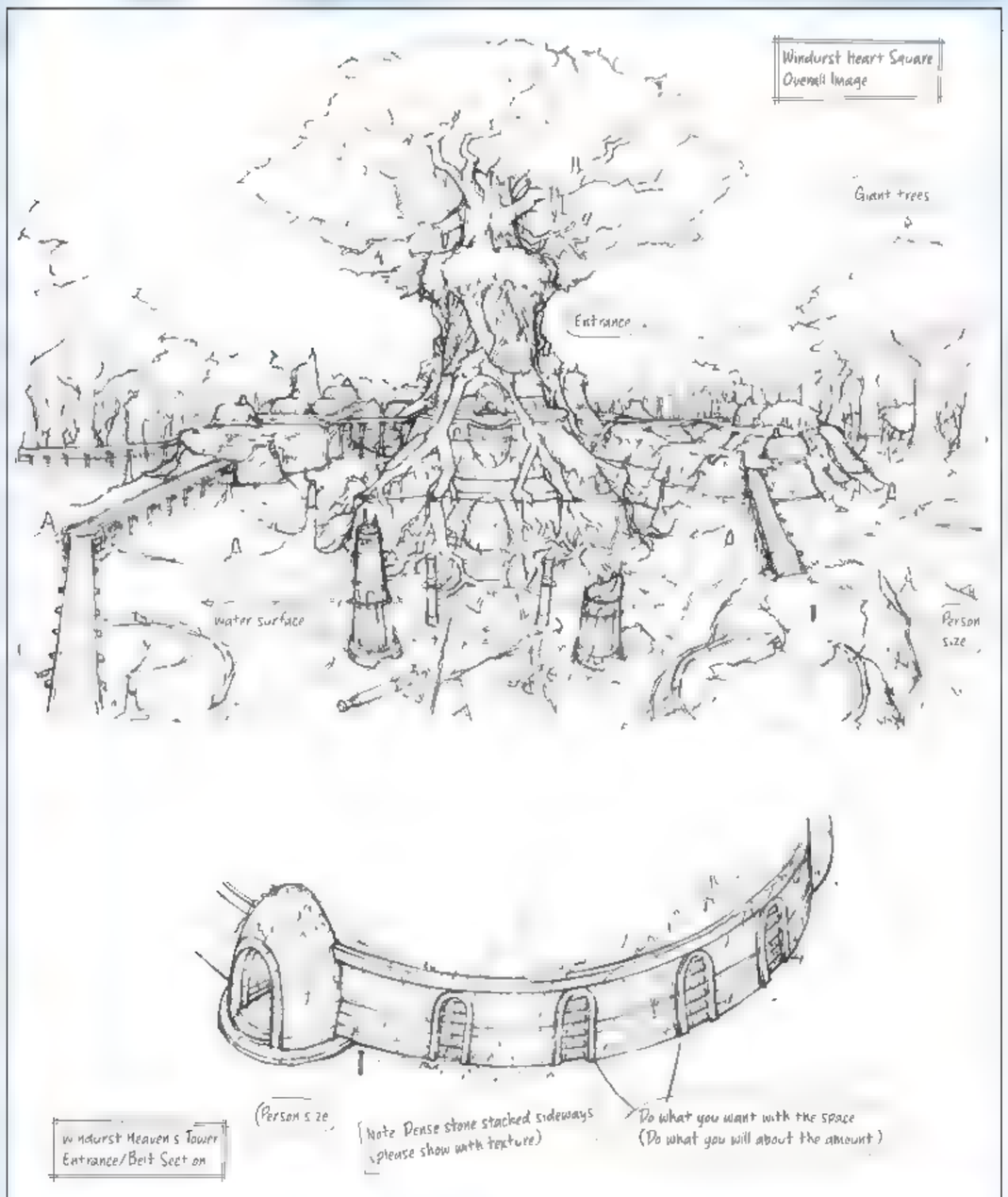


Federation of Windurst

The Tarutaru kingdom in the south of the continent of Mindartia. Windurst Waters is an area where locals partake in scholarly pursuits; Windurst Walls contains Heaven's Tower, the temple of the Star Sibyl; the port allows airships to come and go; and the Mithra live in the Windurst Woods.

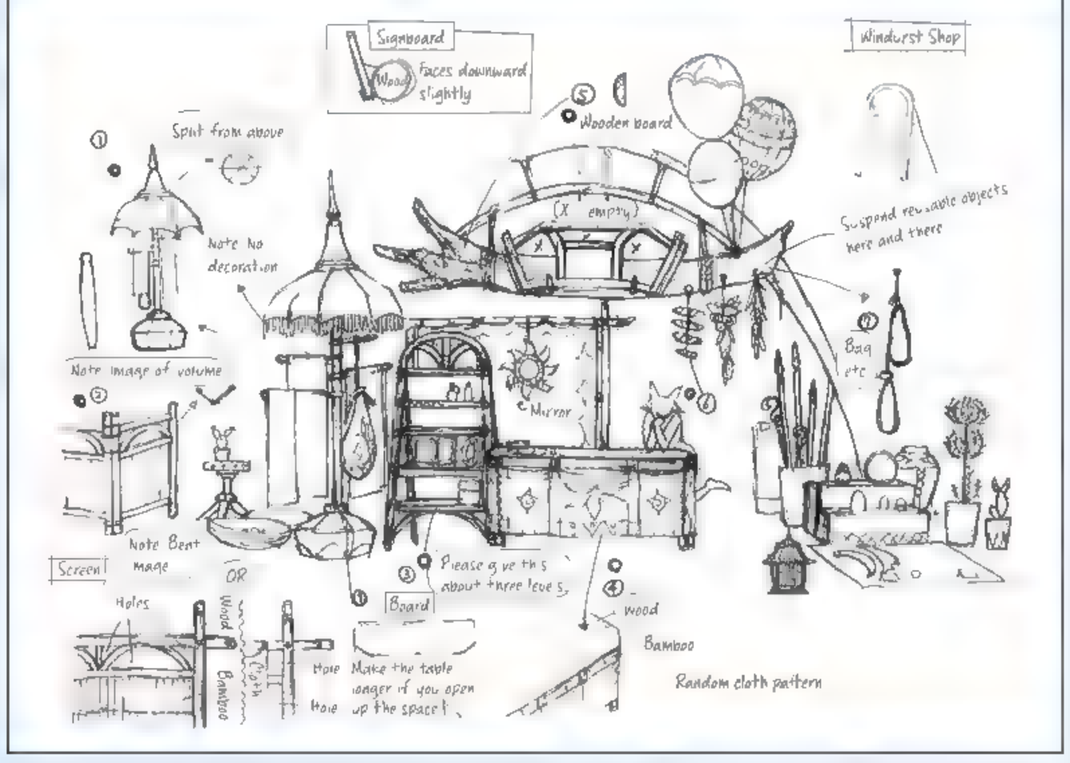


▶ Windurst

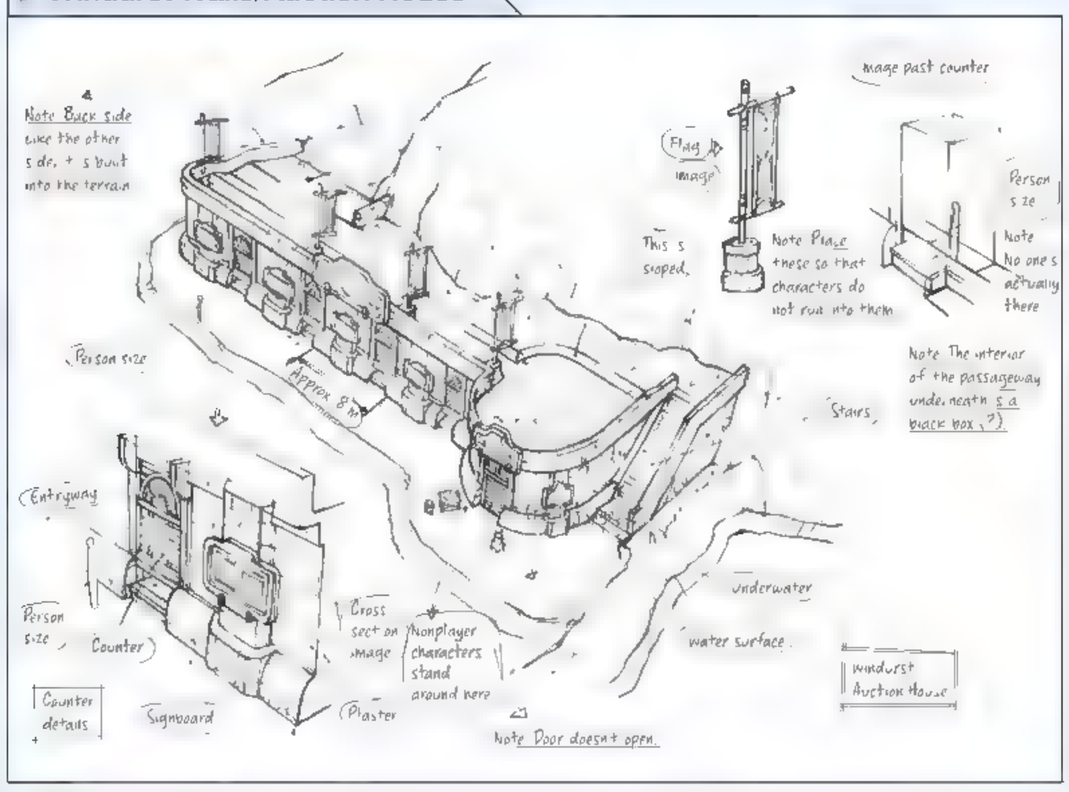


▶ Windurst Walls/Heaven's Tower

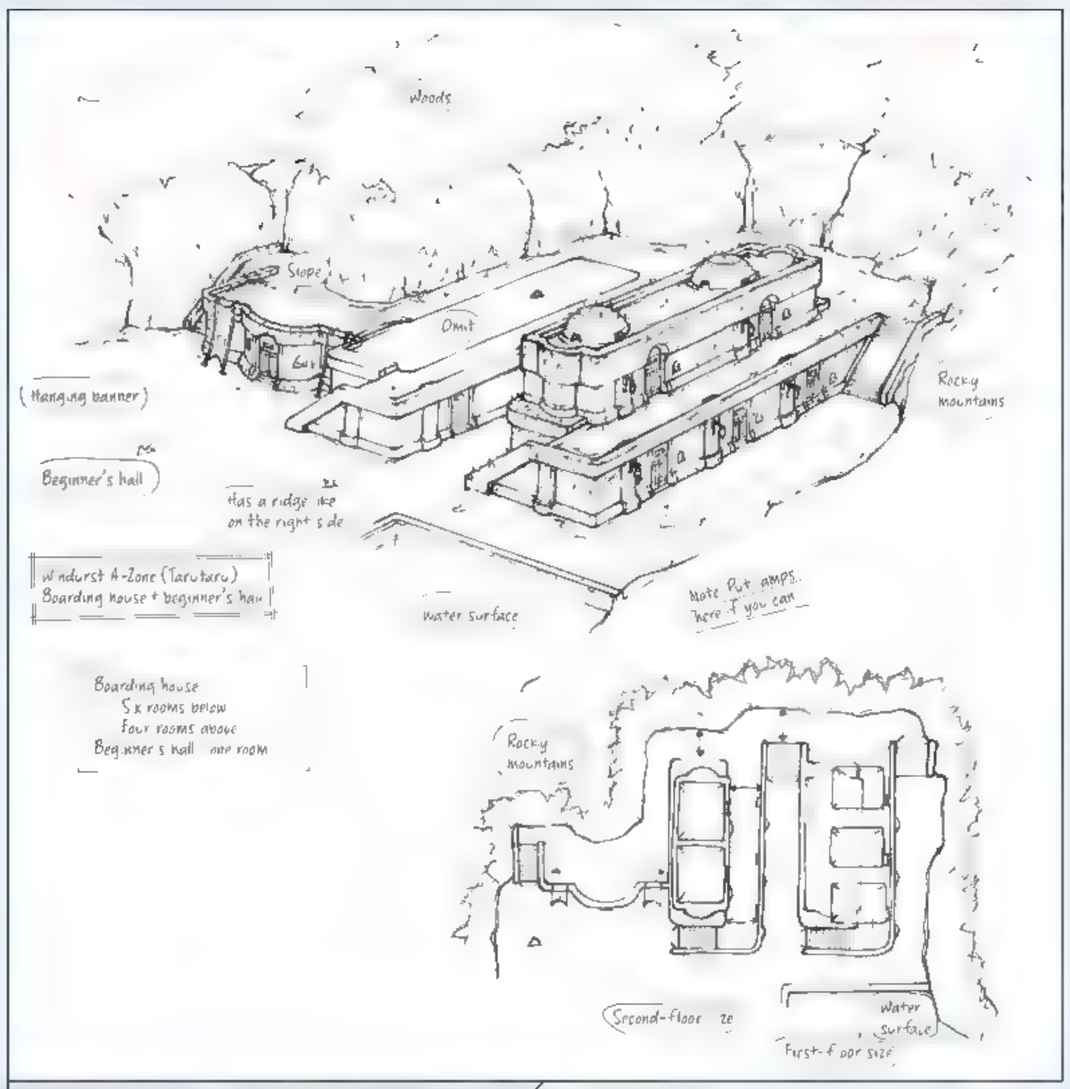
▶ Windurst Woods/Nchaa's Good Goods



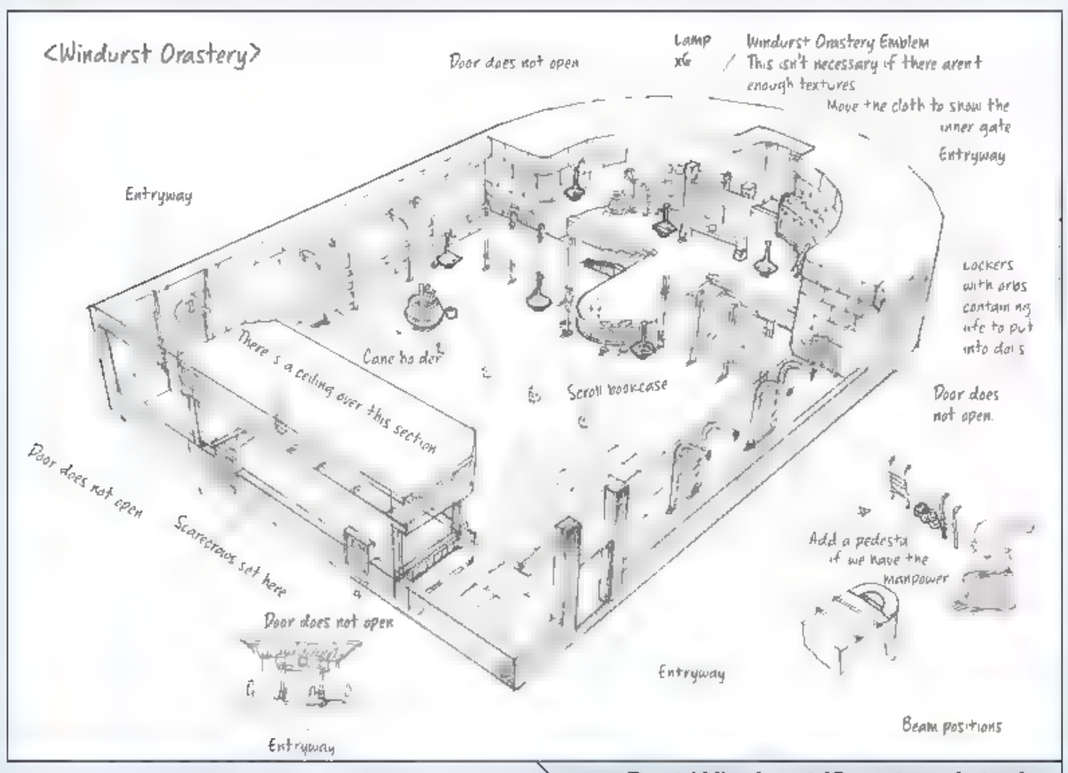
▶ Windurst Walls/Auction House



▶ Windurst Waters/Acolyte Hostel



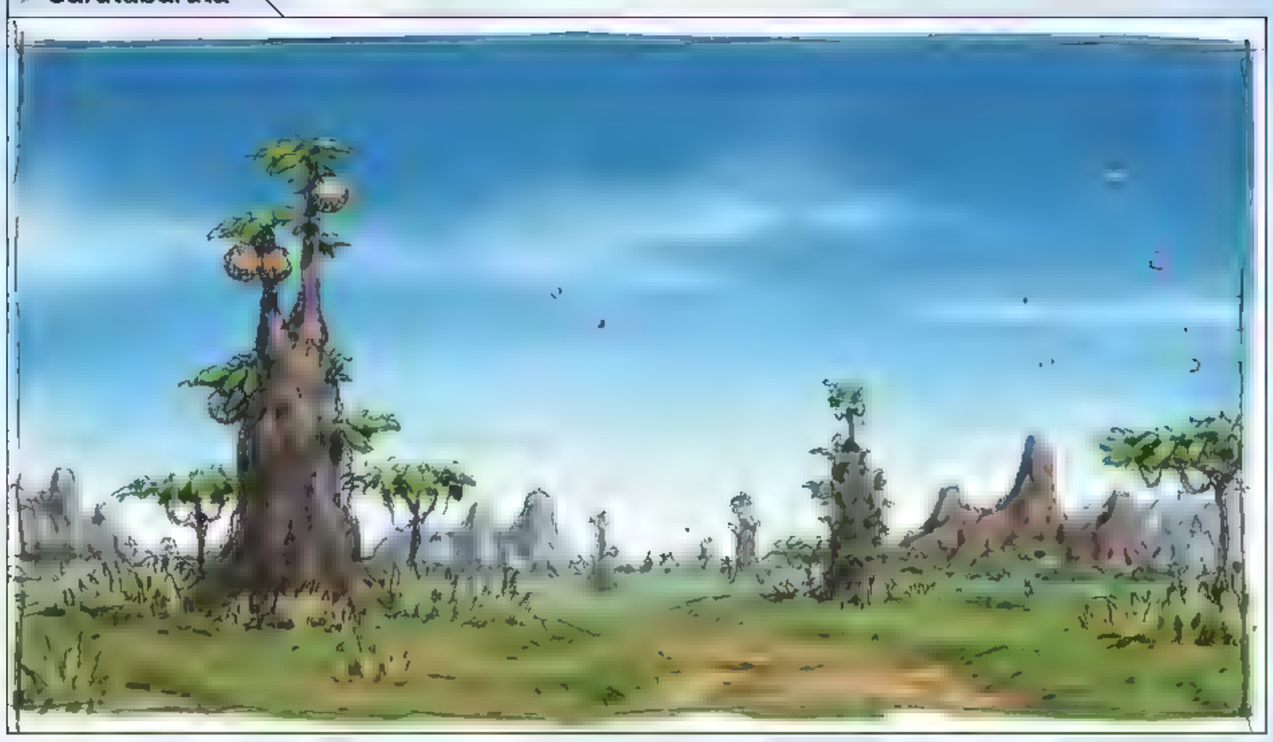
▶ Port Windurst/Orastery Interior



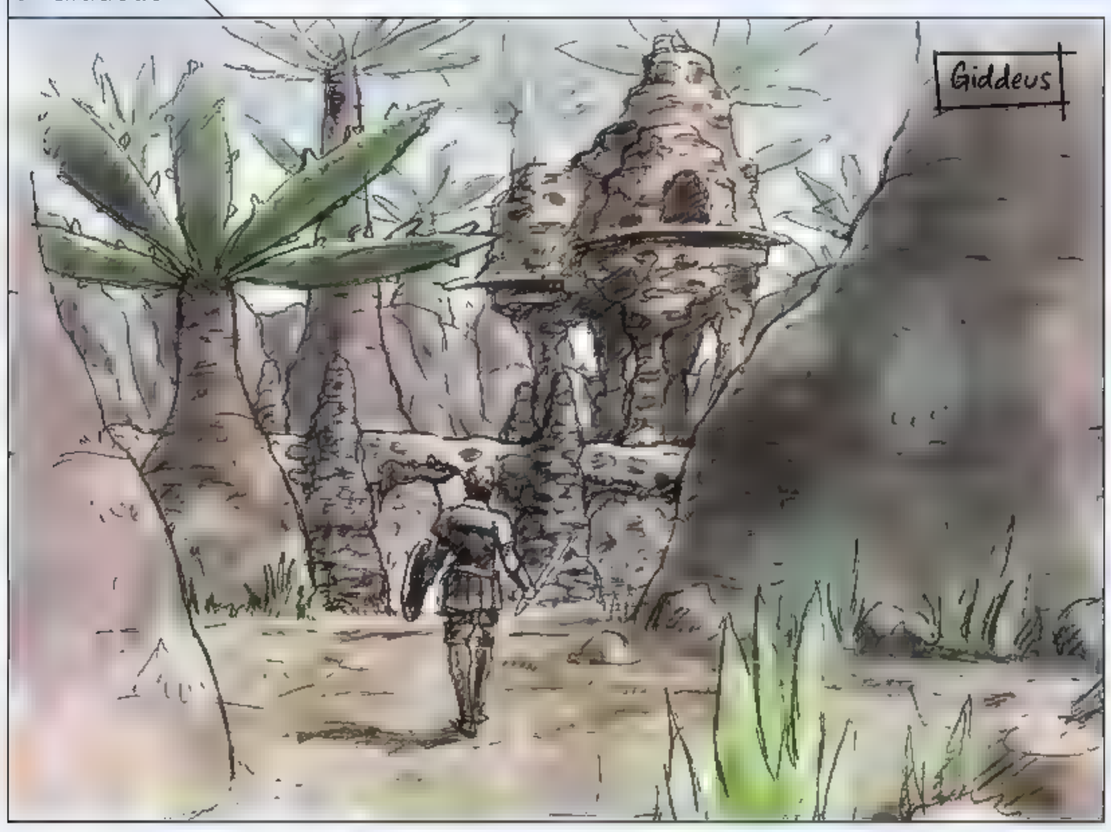
Sarutabaruta

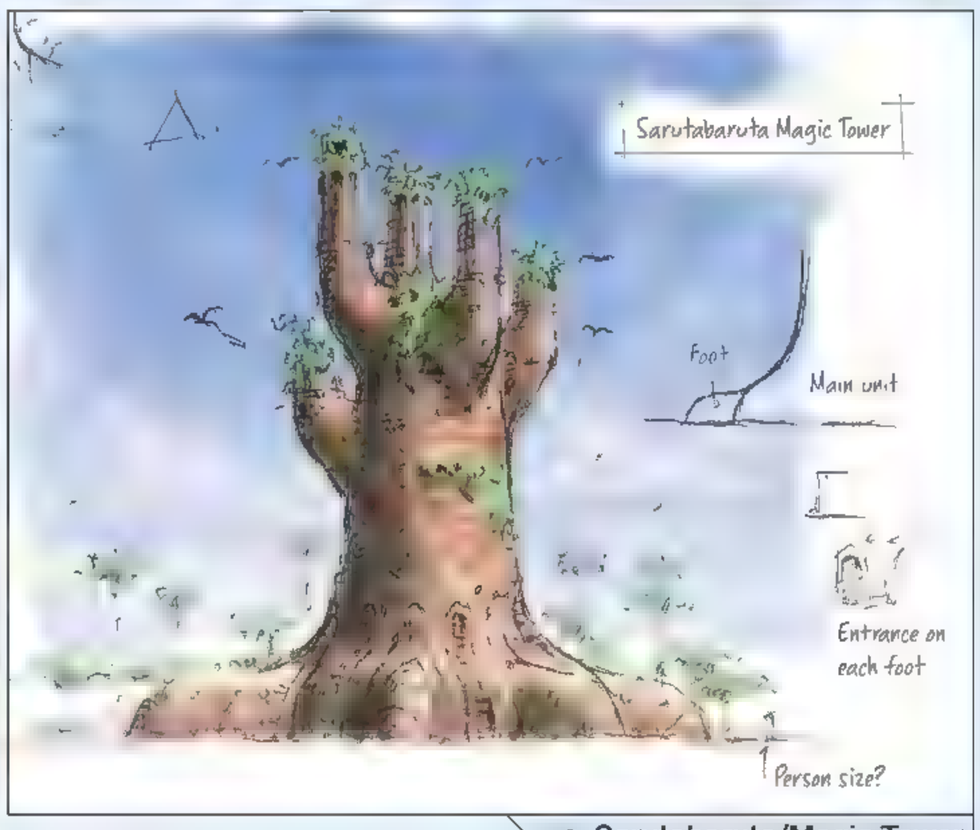
A grasslands area whose name means "promised land" in the Tarutaru language. Magic towers litter the region, acting as entrances to the subterranean Horutoto Ruins. The holy Yagudo city of Giddeus lies in the western hinterland; it is a cause for concern that threatens Windurst's peace.

Sarutabaruta



Giddeus

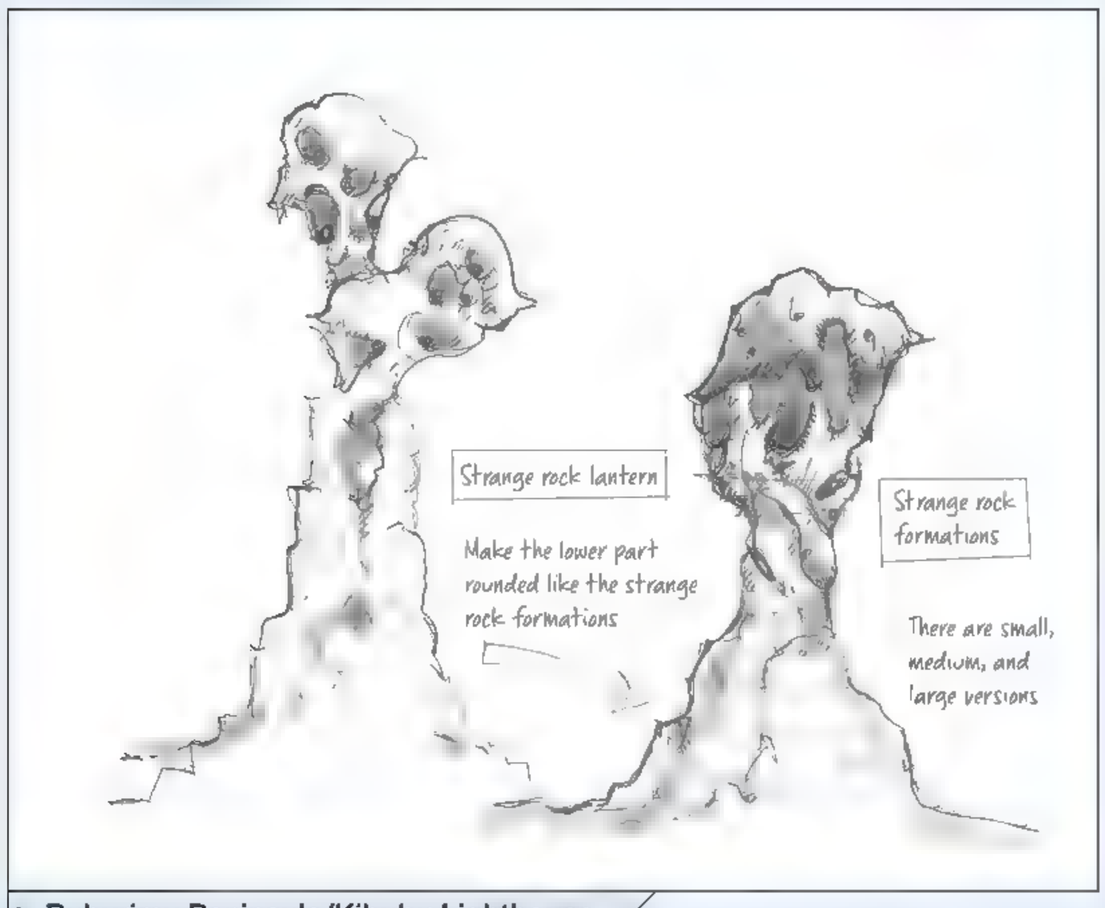




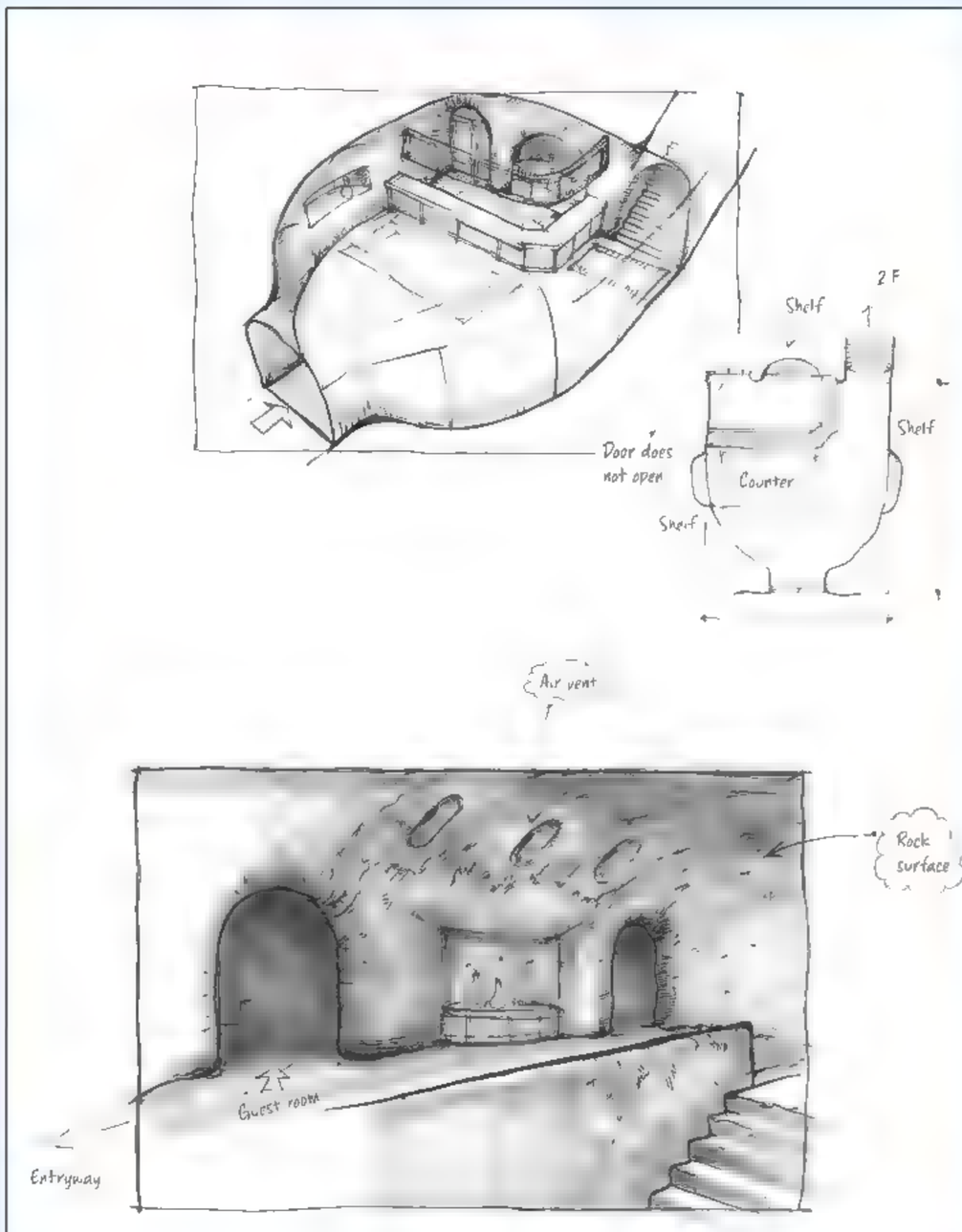
Sarutabaruta/Magic Tower

Kolshushu

A wasteland that the Tarutaru named "the land of decision," located in the center of the Mindartia continent. Despite its harsh natural environment, the port city of Mhaura was built in the east on the Buburimu Peninsula to access other continents.



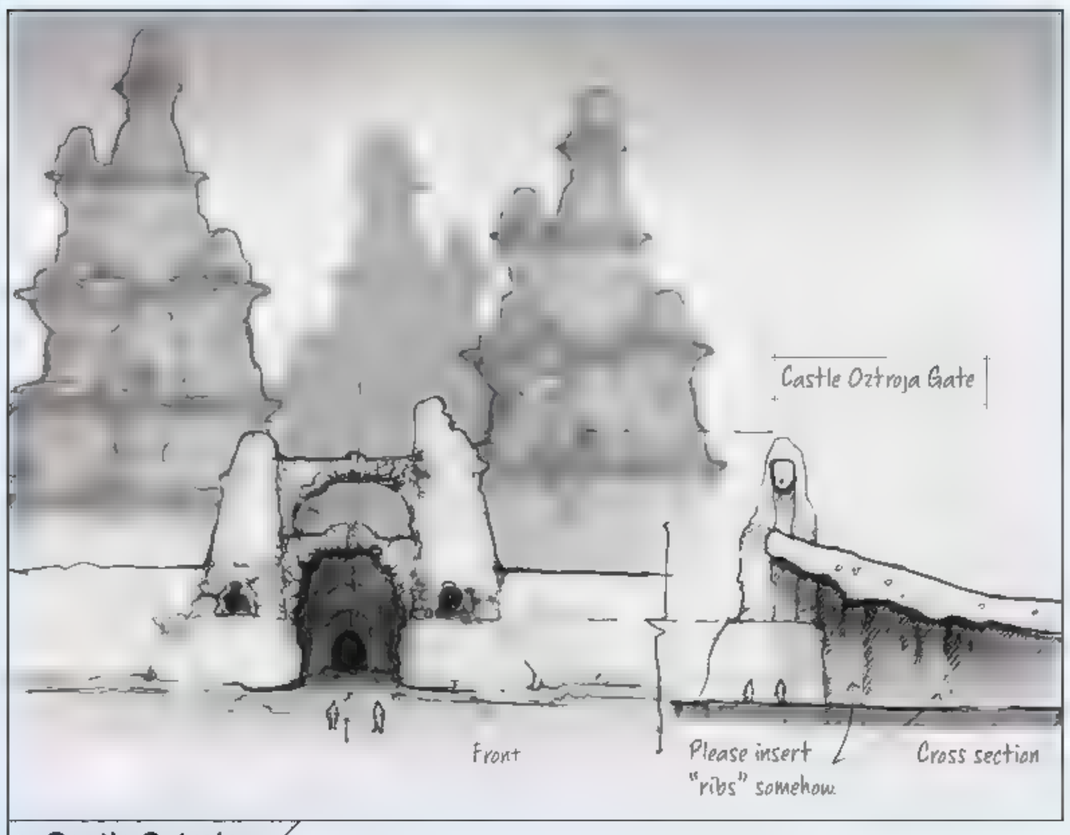
Buburimu Peninsula/Kibubu Lighthouse



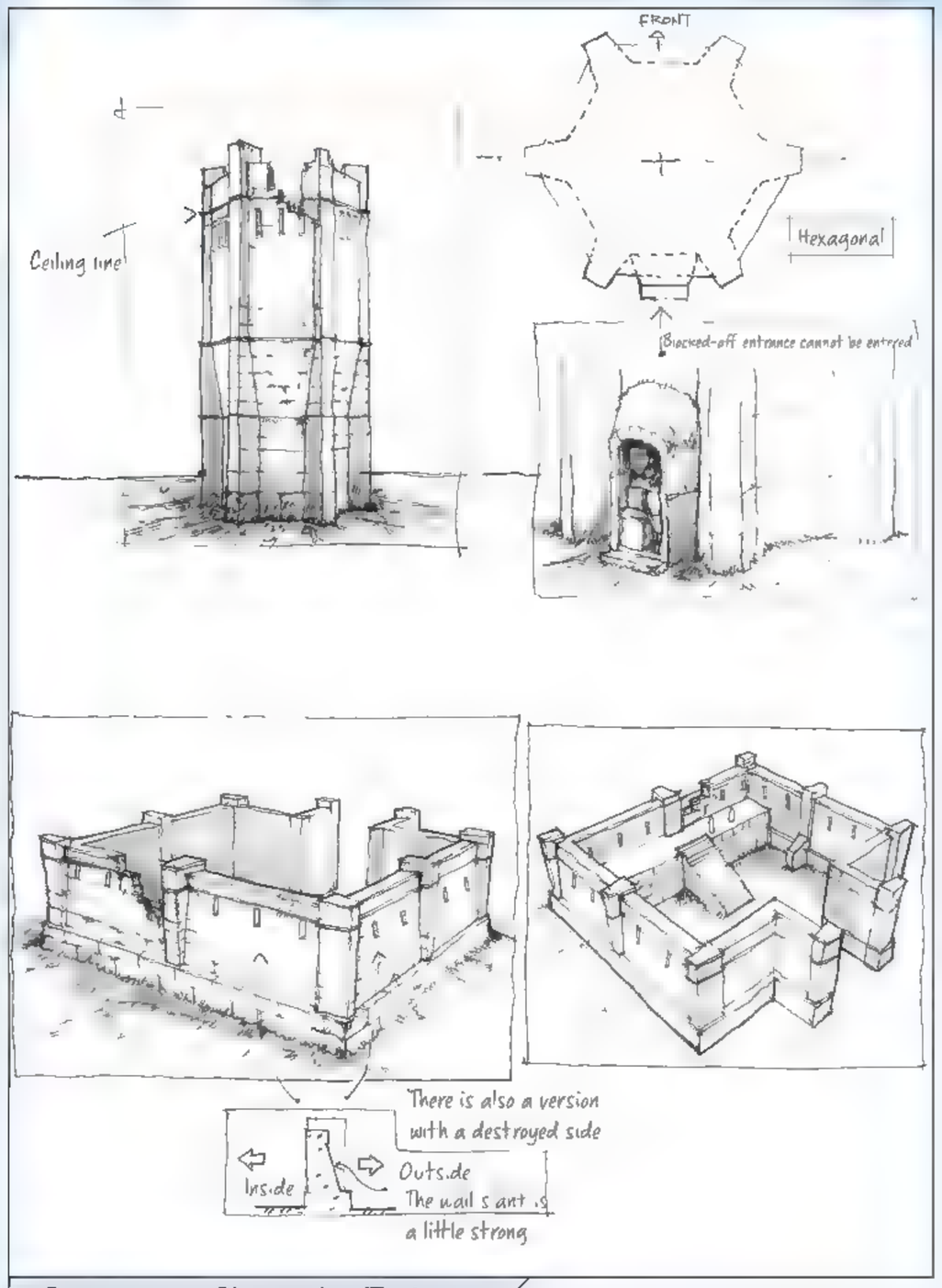
Mhaura/Sailor's Stay

Aragoneu

Plains that stretch along the northeast side of the continent of Mindartia. Remnants of ramparts and fortifications still remain here, built by the Allied Forces of Altana during the Crystal War. Further inland, the Meriphataud Mountains house Castle Oztroja, the Yagudo base of operations.



Castle Oztroja



Sauromugue Champaign/Fortress

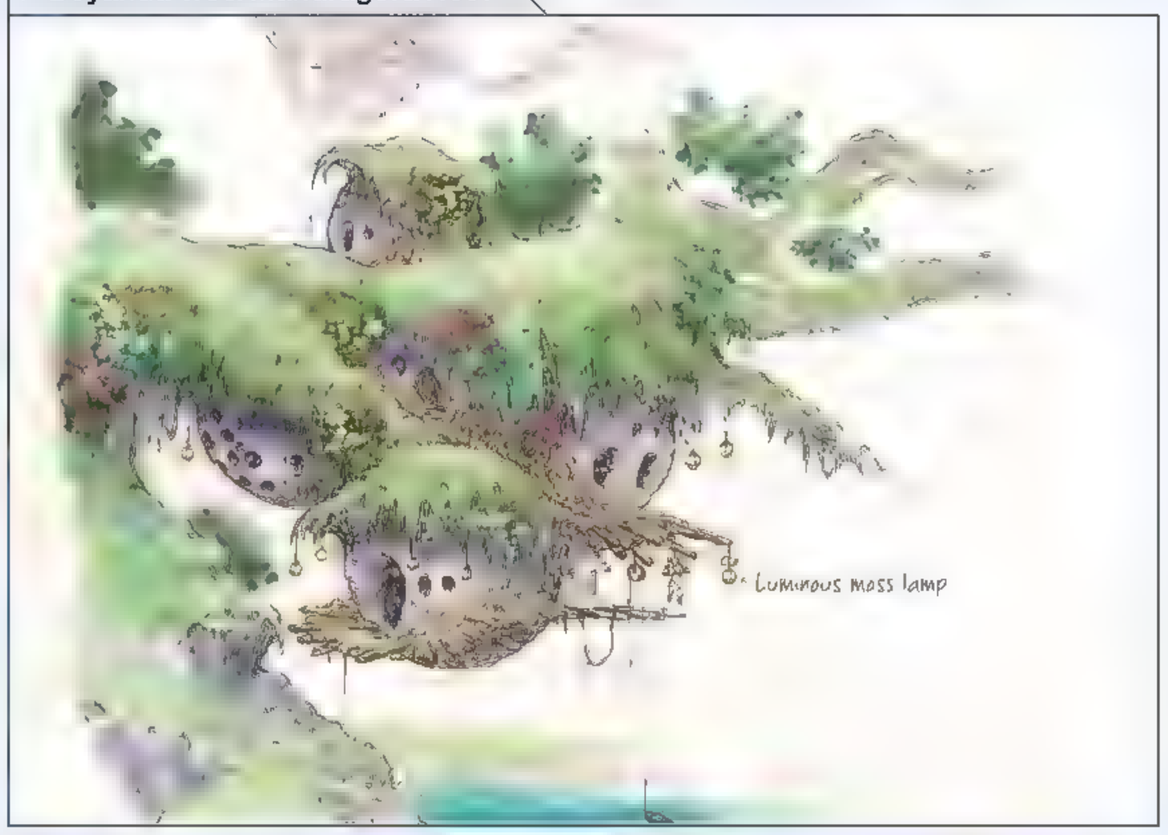
Li'Telor

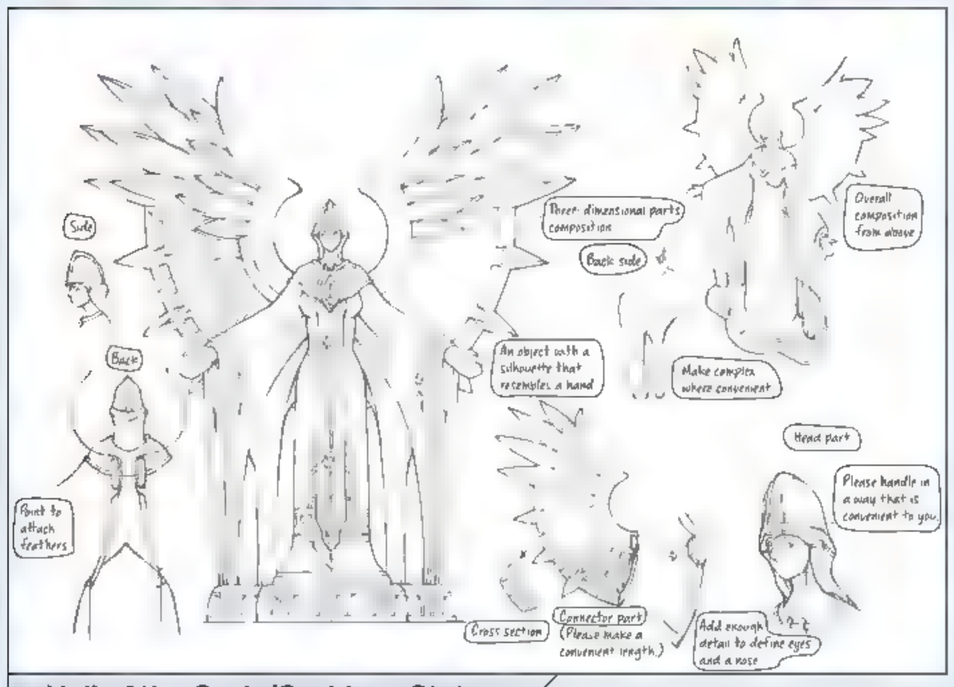
A region covered in massive trees more than a thousand years old. The Boyahda Tree in the center is by far the largest, and its rotted parts have formed giant caves. The ancient ruins of Ro'Maeve and the Hall of the Gods lie to the north, causing many to consider this region a sanctuary.

Boyahda Tree/Open Space

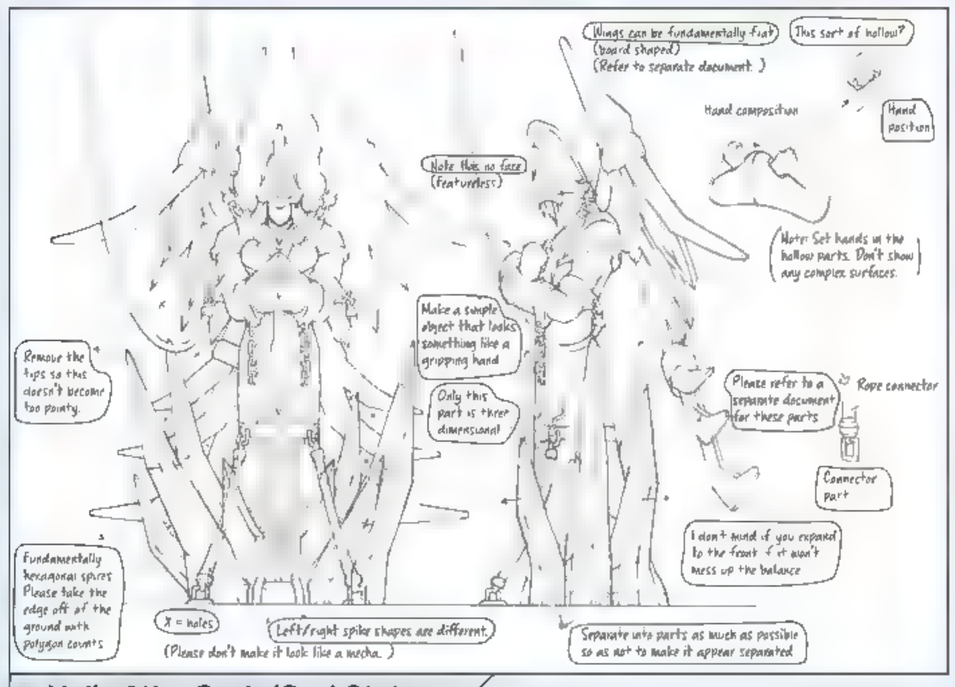


Boyahda Tree/Mandragora Nest





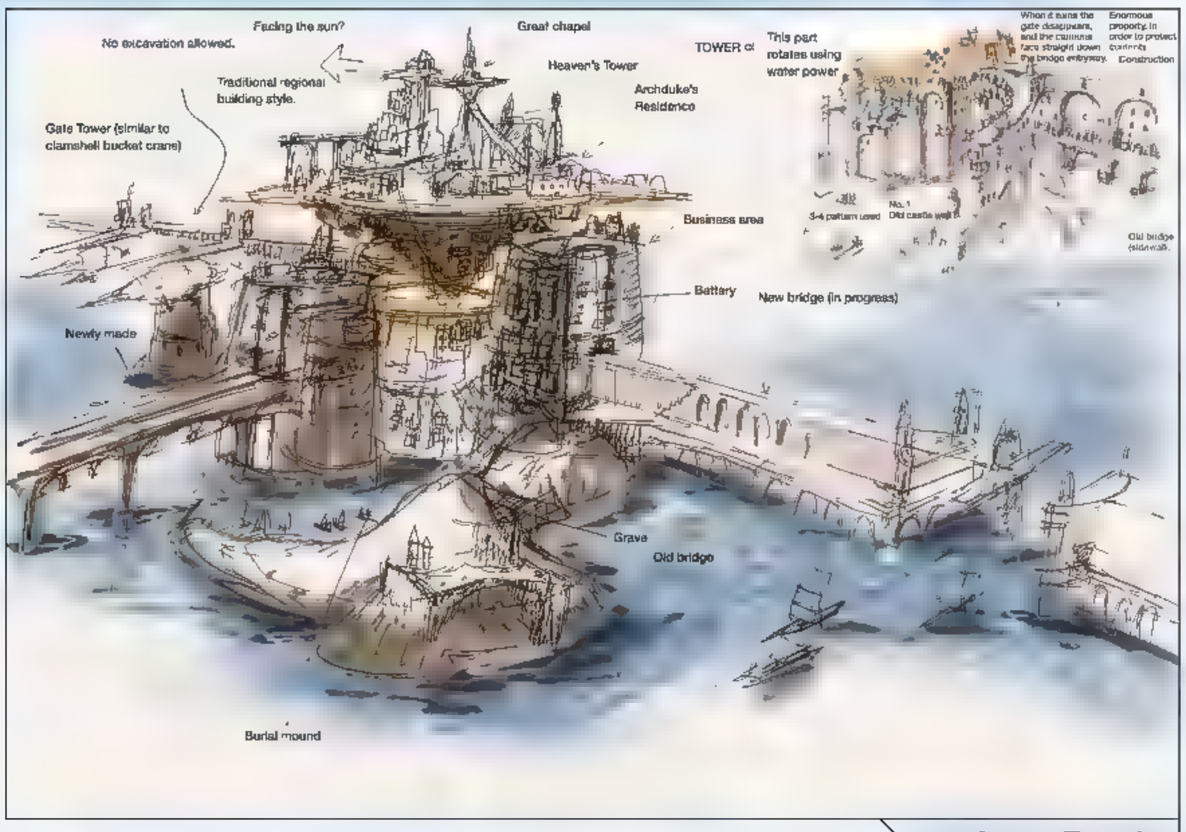
Hall of the Gods/Goddess Statue



Hall of the Gods/God Statue

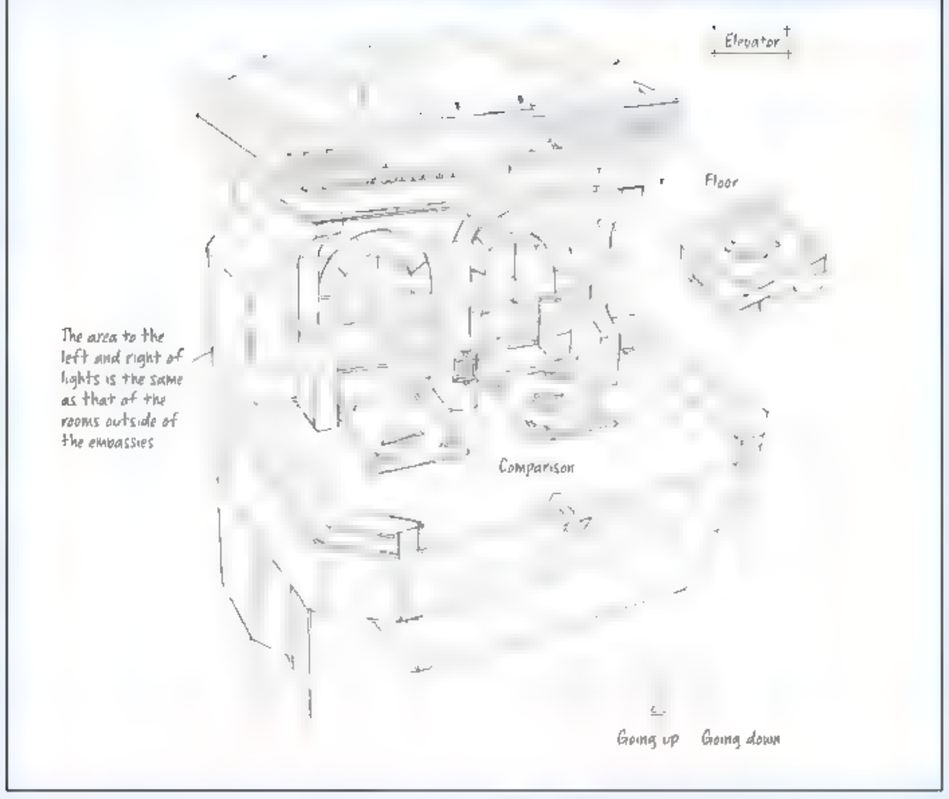
Grand Duchy of Jeuno

A city-state built on Heaven's Bridge, connecting the continents of Quon and Mindartia. It is divided into three levels: Lower Jeuno, Upper Jeuno, and Port Jeuno. The Ru'Lude Gardens on the roof are lined with buildings, including Archduke Kam'lanaut's palace and embassies for several countries.

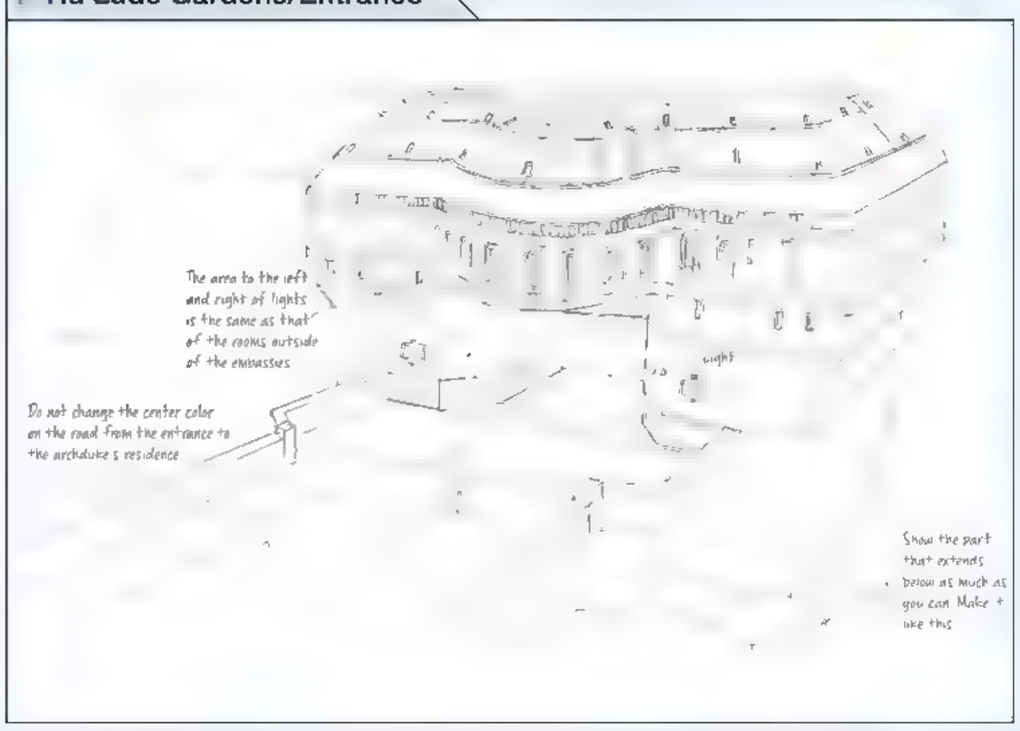


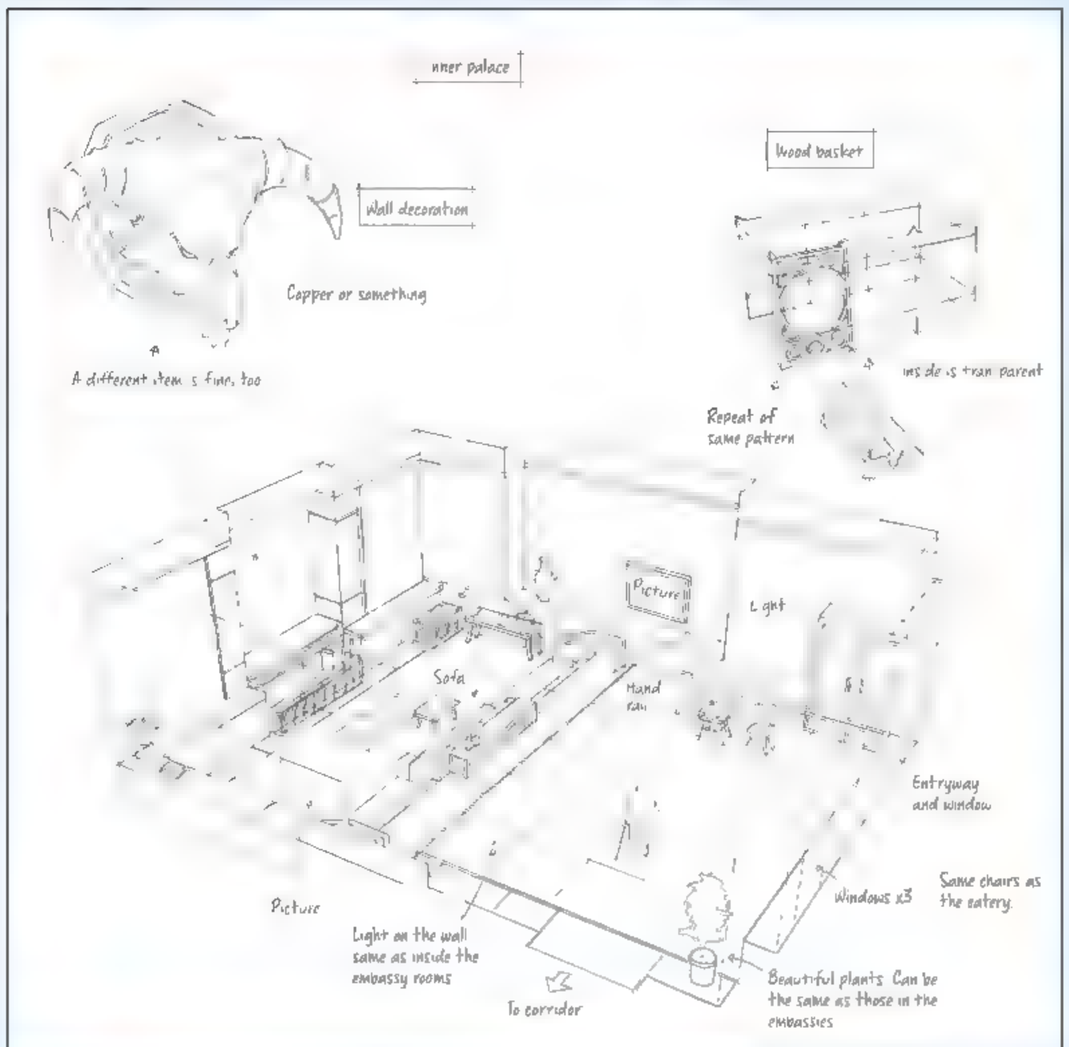
▶ Jeuno Exterior

▶ Ru'Lude Gardens/Elevator

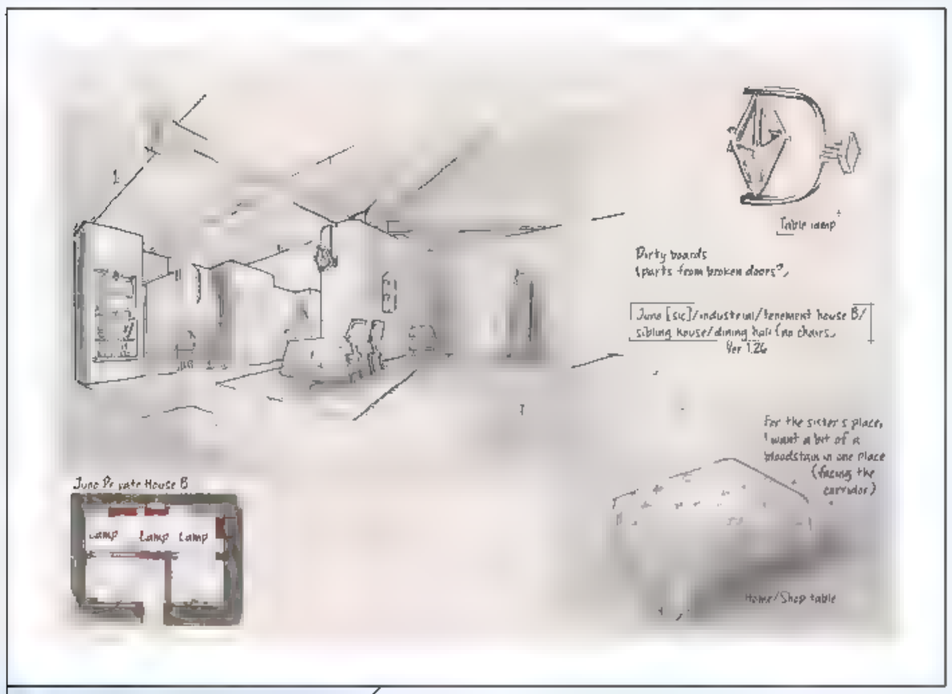


▶ Ru'Lude Gardens/Entrance



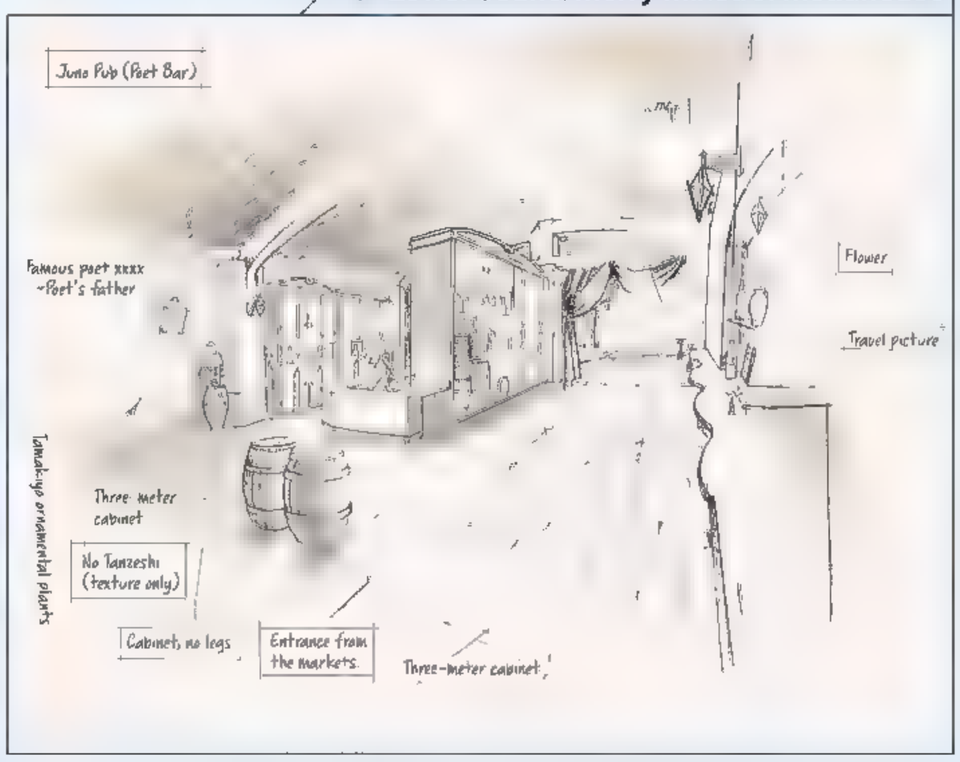


▶ Ru'Lude Gardens/Archduke's House Room



▶ Upper Jeuno/House

▶ Lower Jeuno/Merry Minstrel Meadhouse

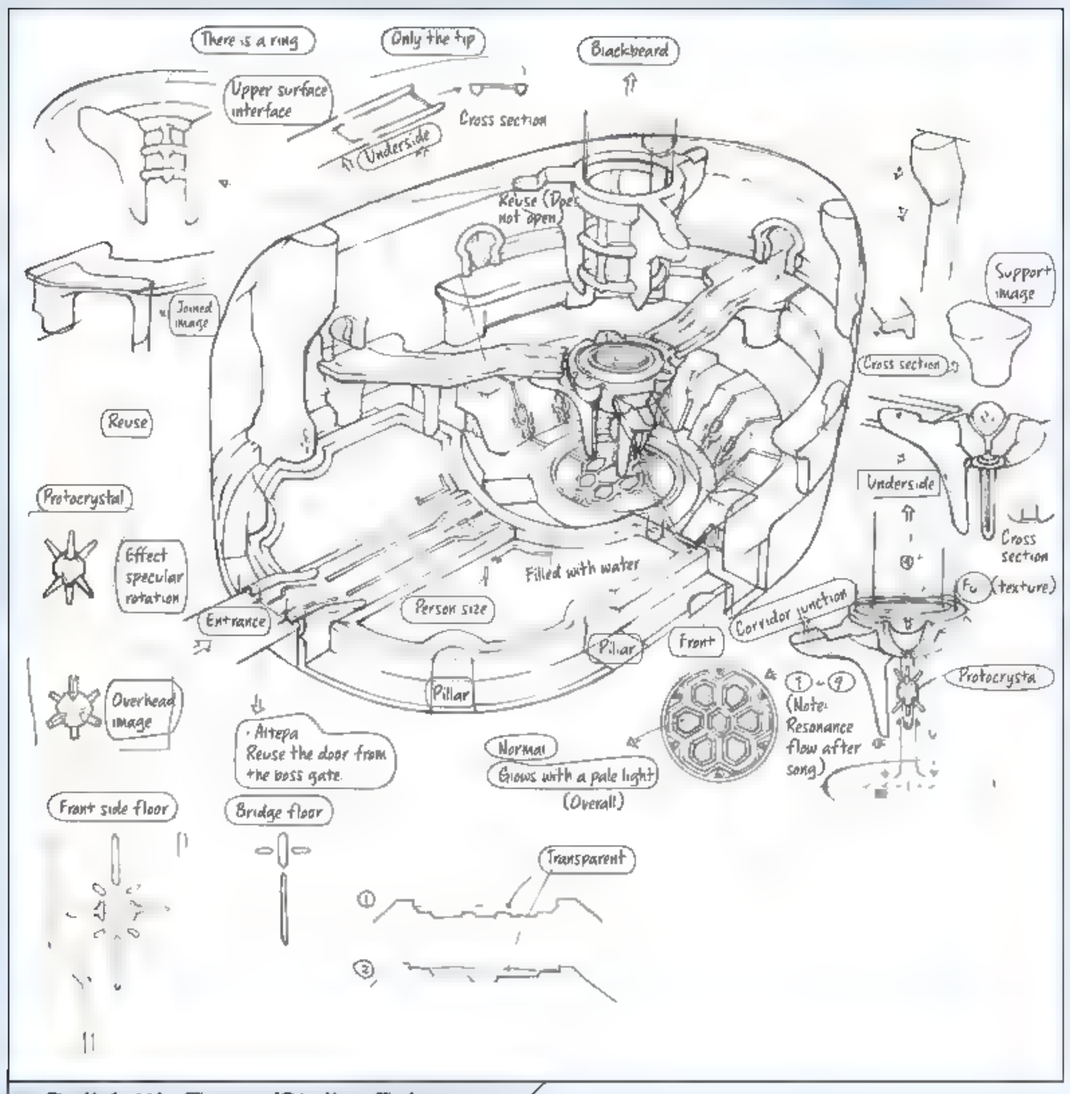


▶ Port Jeuno/Quay

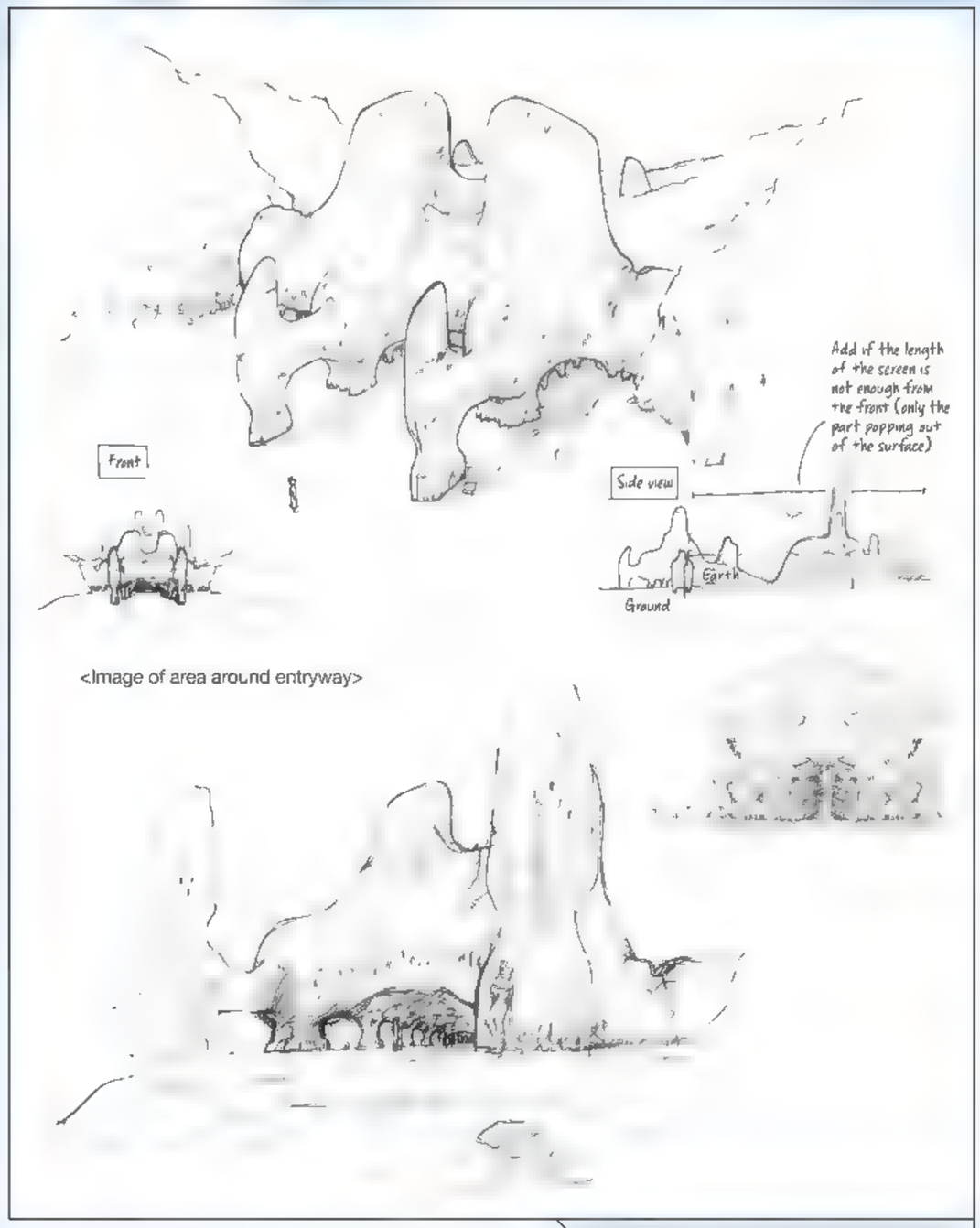


Qufim

A solitary island shaped like a crescent moon and covered in unending snowfall. Delkfutt's Tower in the center acts as a stronghold for the giants, who barricaded themselves inside following their defeat in the Crystal War.



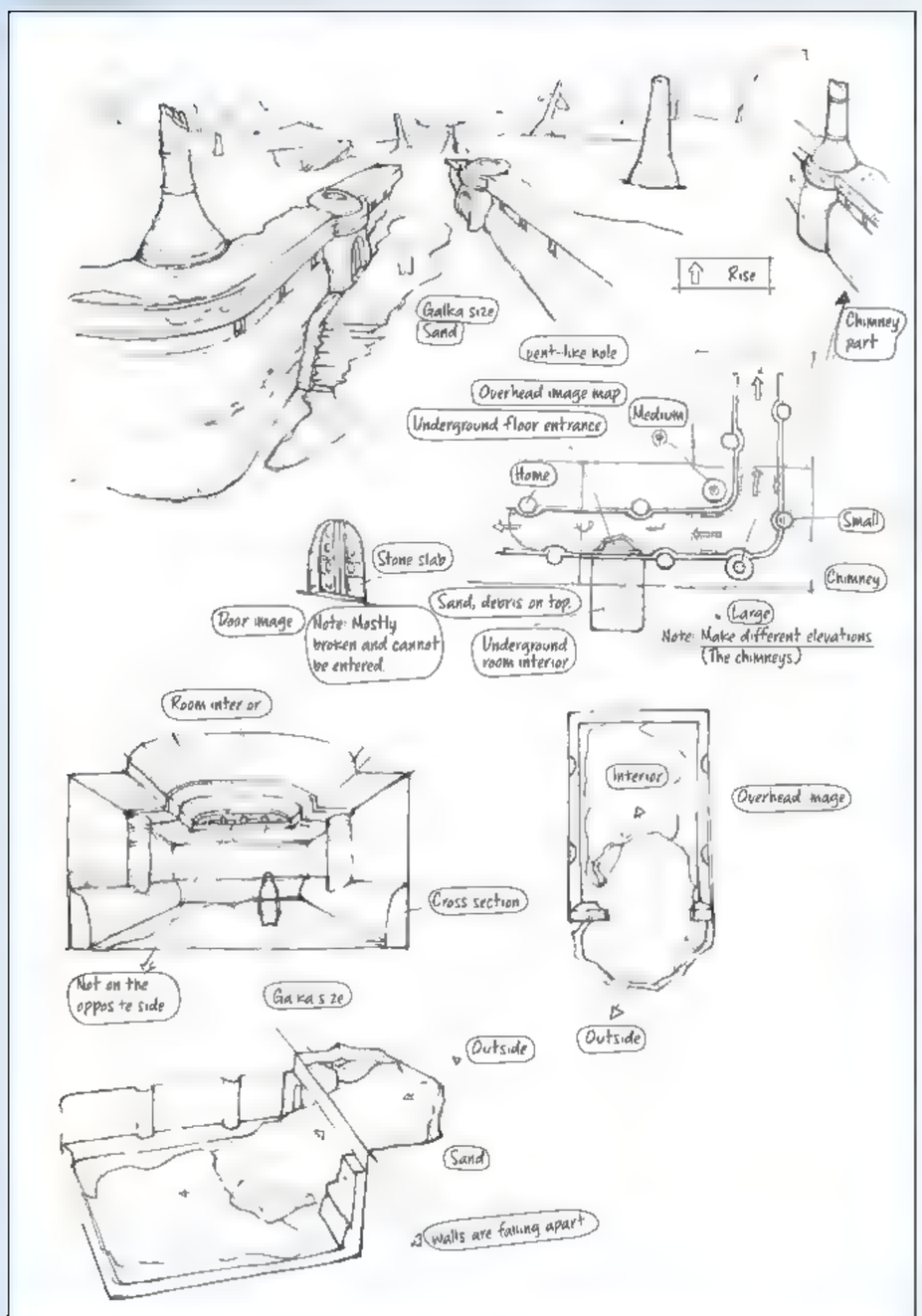
▶ Delkfutt's Tower/Stellar Fulcrum



▶ Delkfutt's Tower/Entrance

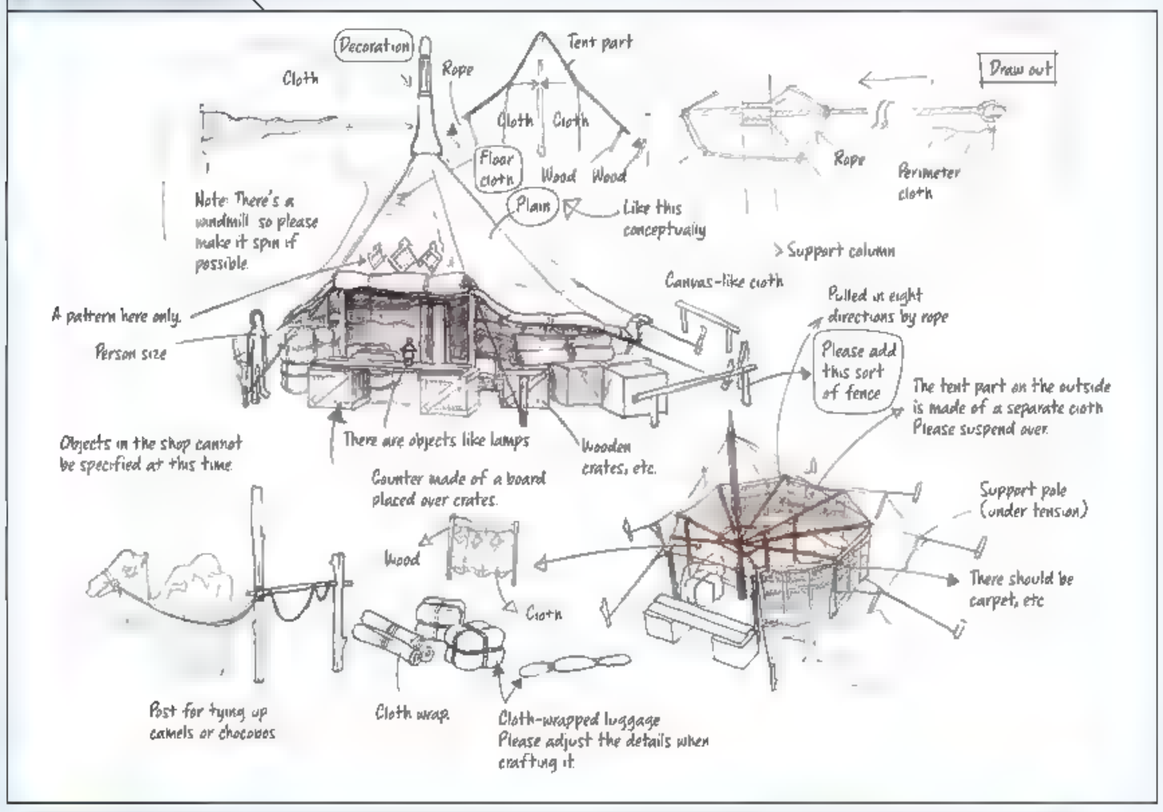
Kuzotz

An archipelago in southwest Quon. The biggest island of the chain is the strip of desert known as Zepwell, whose only oasis is the settlement of Rabao. A Galkan city once lay underneath the island, but it was destroyed by the Antica beastmen and became the Quicksand Caves.



▶ Quicksand Caves/Entrance

▶ Rabao/Tent





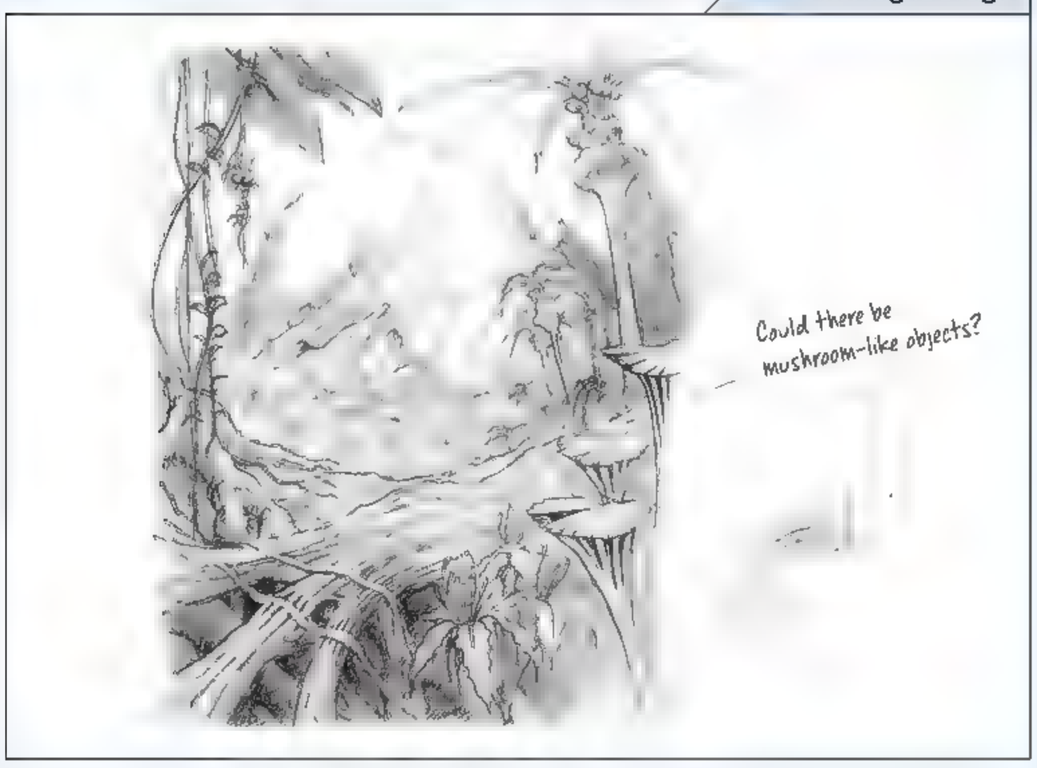
▶ Quicksand Caves/Passage

Elshimo Lowlands

The western half of Elshimo Island, located on the southeast side of the continent of Mindartia. The Yuhtunga Jungle takes up most of the region, and the Mithra territory of Kazham lies on the northern coast. Sea Serpent Grotto is home to a hidden lair of pirates.



▶ Kazham/Wahcondalo's Residence



▶ Yuhtunga Jungle



▶ Sea Serpent Grotto/Pirate Storehouse

Elshimo Uplands

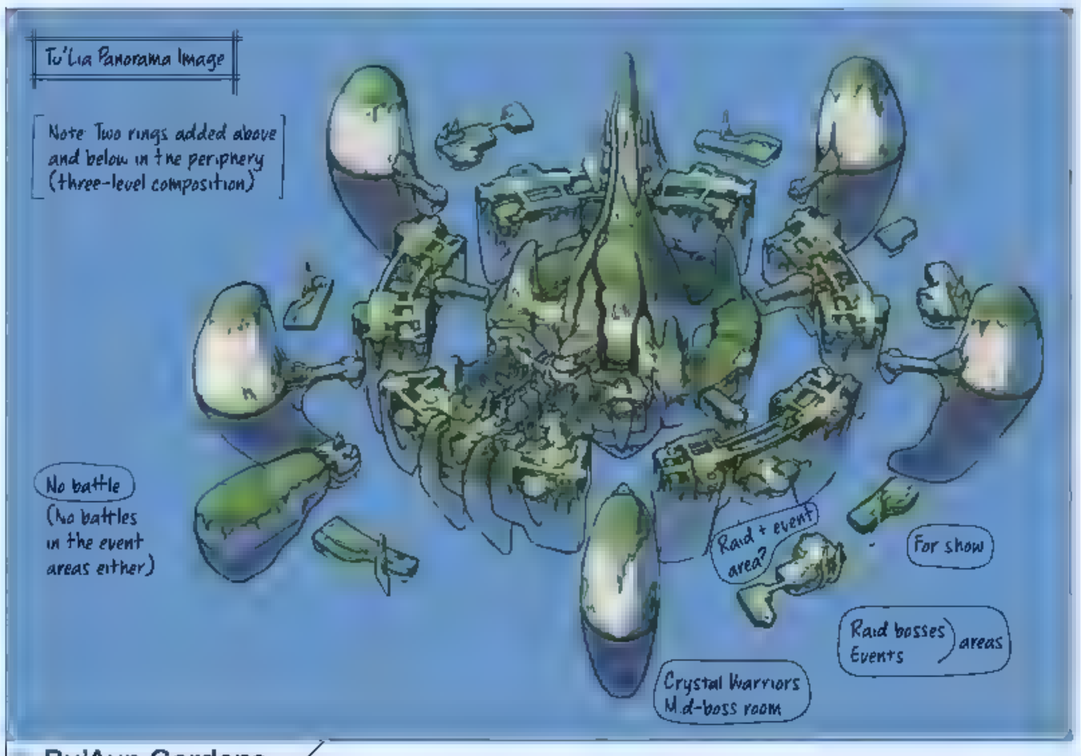
The eastern region of Elshimo Island. The hot and humid Yhoator Jungle sits below the volcanic zone known as Ifrit's Cauldron to the north. Enormous ruins in the southeast are known as the Temple of Uggalepih, a nest for Tonberry beastmen that attracts few visitors.



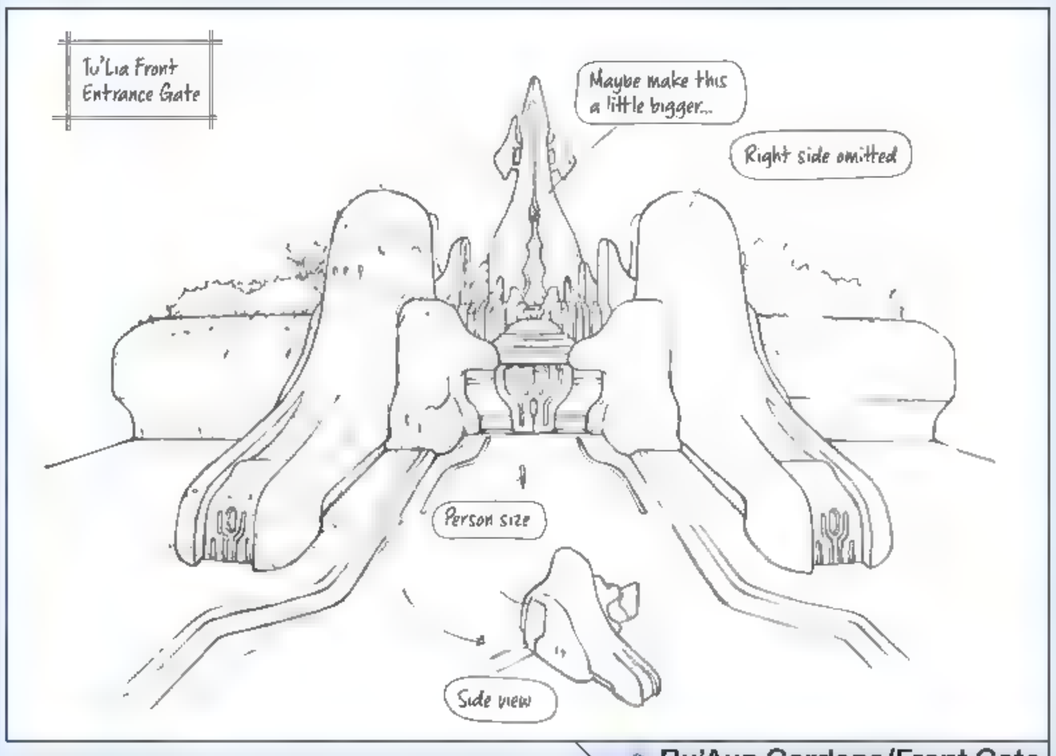
▶ Temple of Uggalepih/Passage

Tu'Lia

A manmade island placed in the skies above Qufim by the Zilart. It is divided into sections, each of which can be accessed by teleportation devices. Sacred structures such as the Shrine of Ru'Avitau line the grounds of Ru'Aun Gardens.



▶ Ru'Aun Gardens



▶ Ru'Aun Gardens/Front Gate

FINAL FANTASY XI ONLINE ファイナルファンタジーXI

MONSTERS

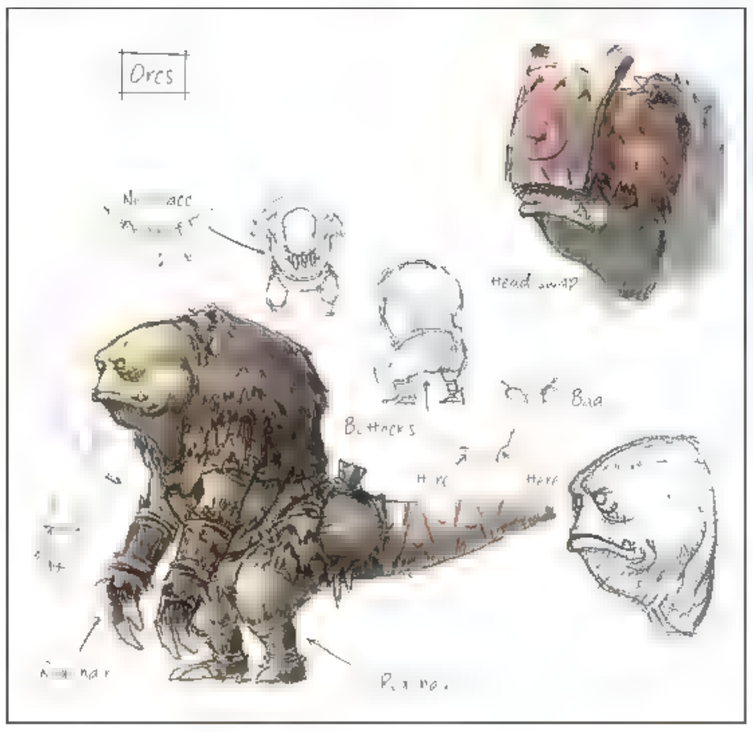
Goblins

ゴブリン族 [Goburin-zoku]



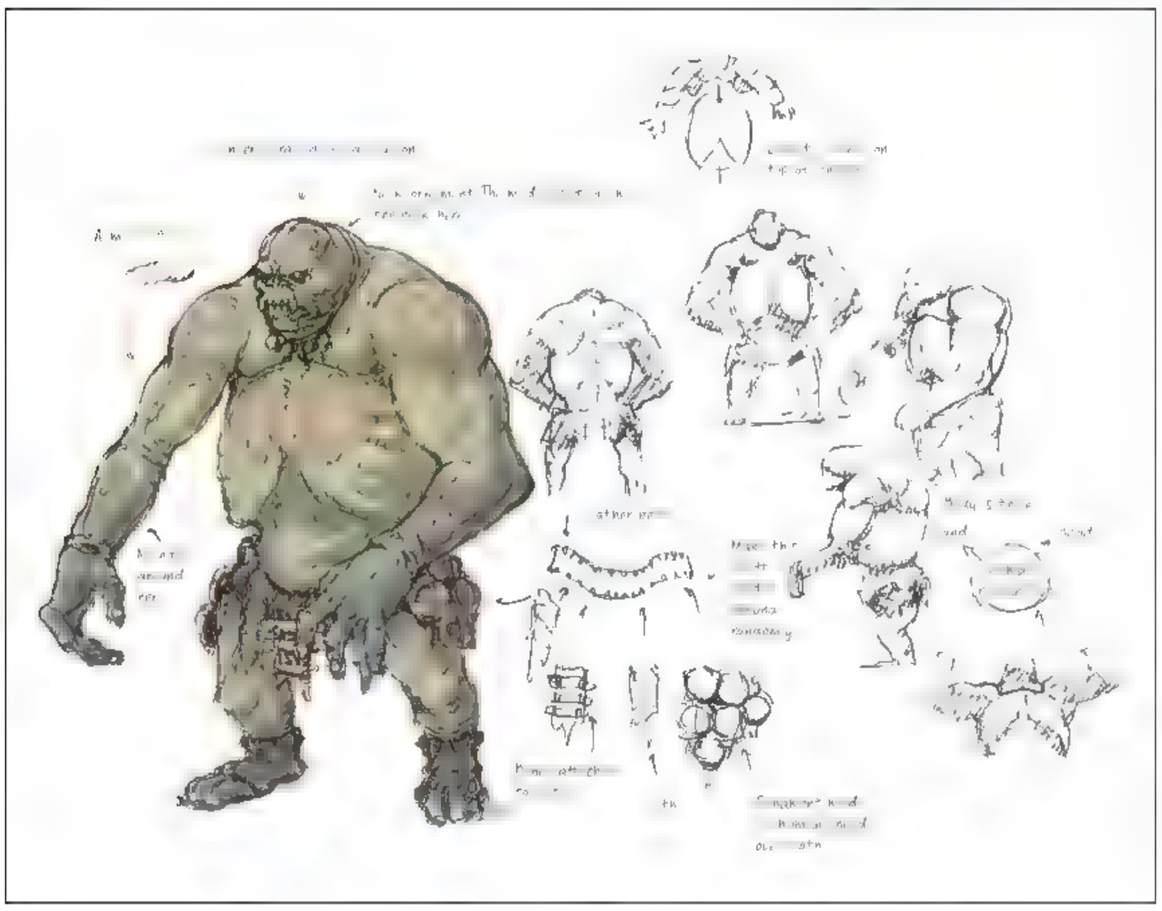
Orcs

オーク族 [Ōku-zoku]



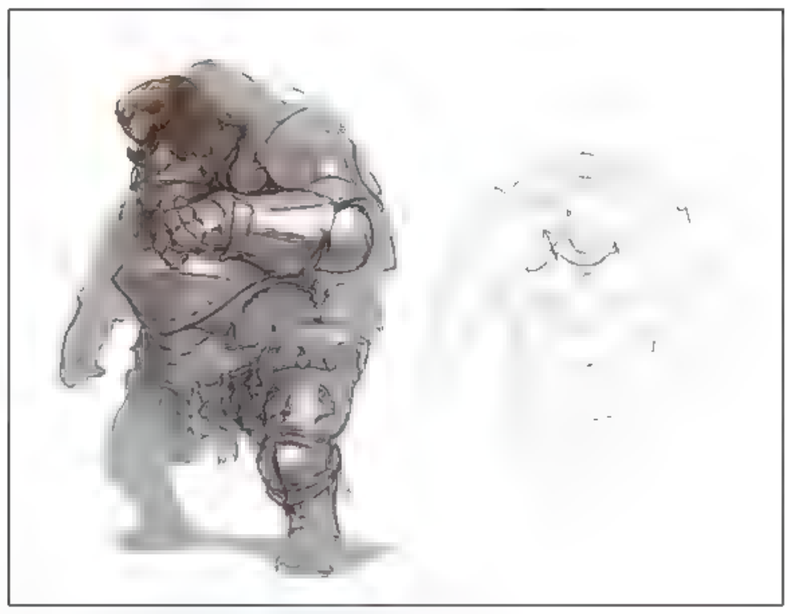
Gigas

巨人族 [Kyojin-zoku]



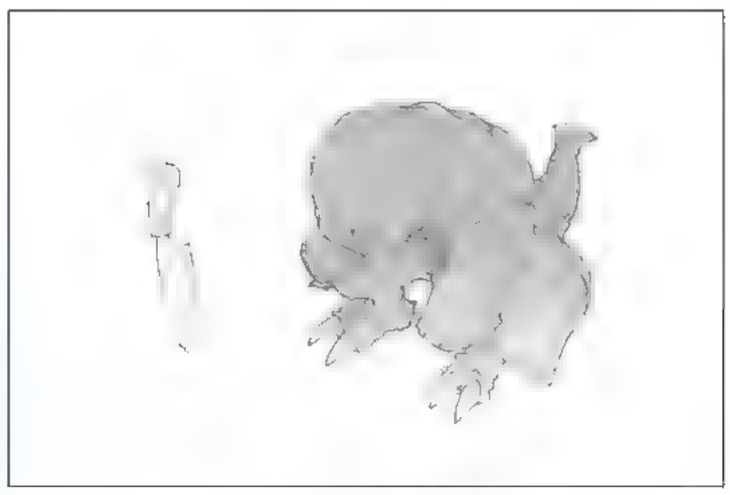
Quadav

クゥダフ族 [Kuudafu-zoku]



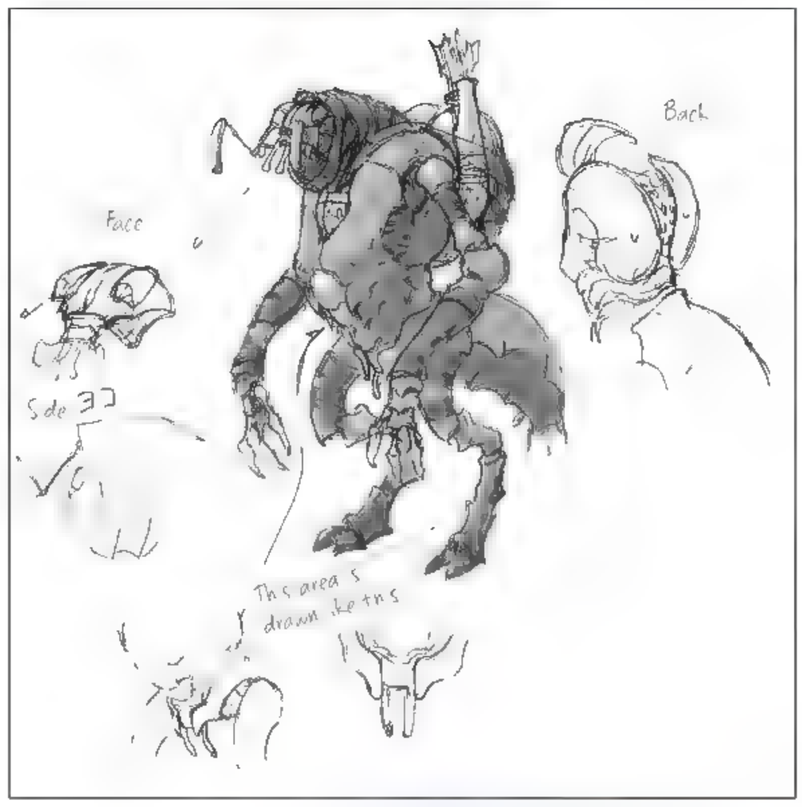
Tonberries

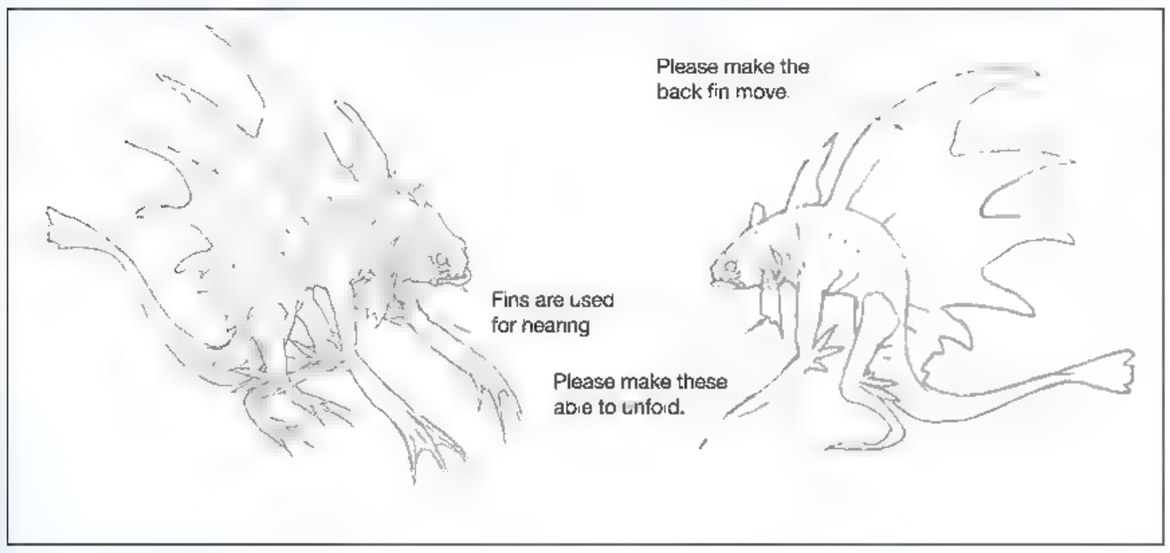
トンベリ族 [Tonberi-zoku]



Antica

アンティカ族 [Antika-zoku]



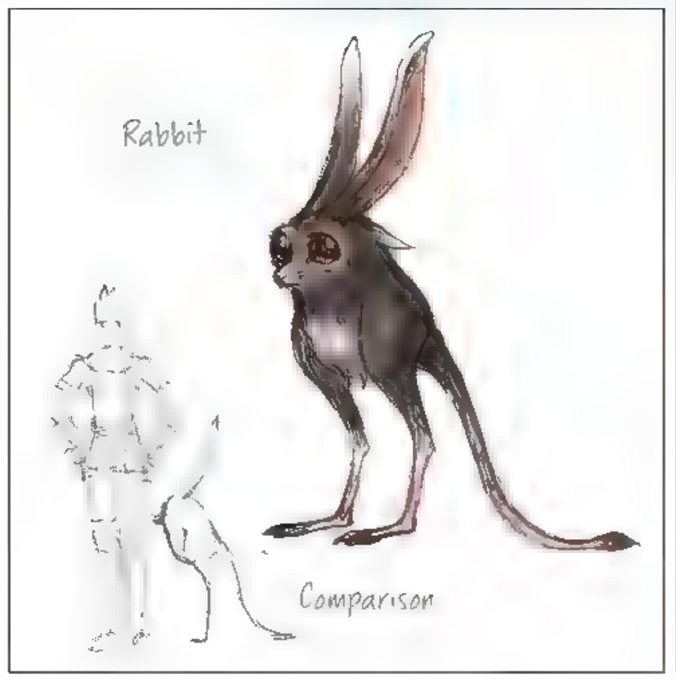


Sahagin

サハギン族 [Sahagin-zoku]

Rabbits

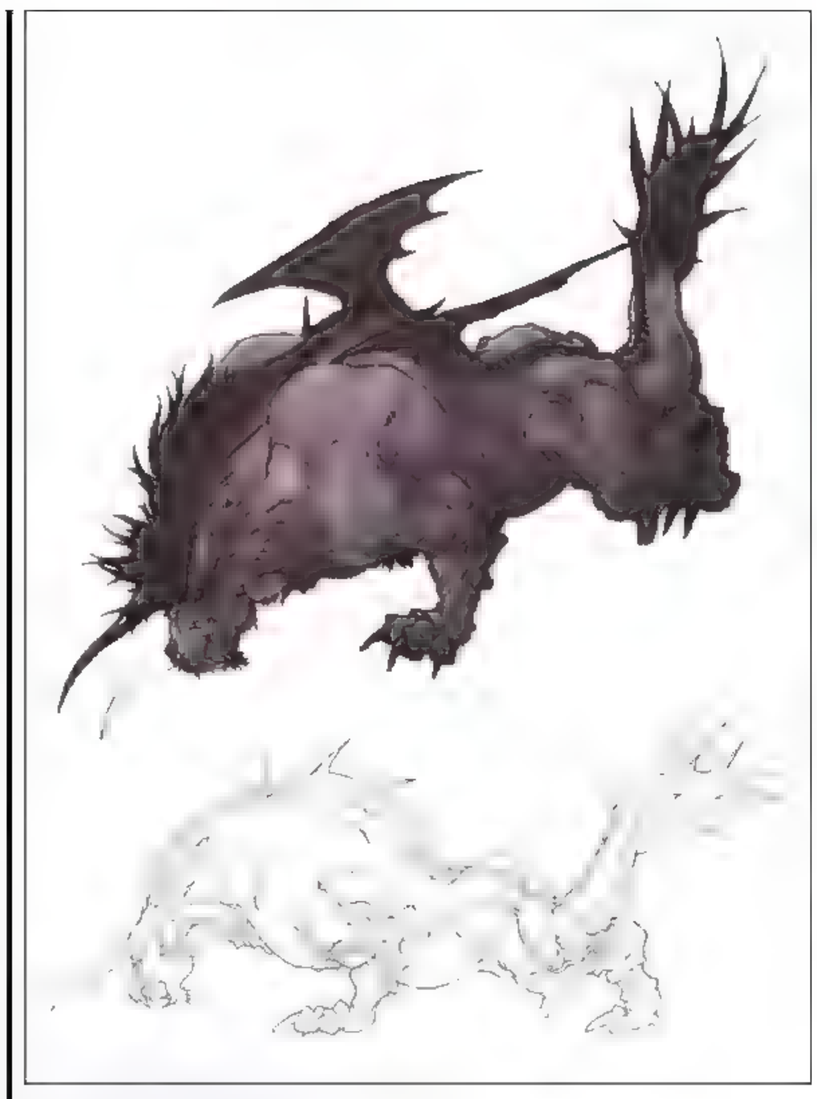
ウサギ族 [Usagi-zoku]



Sheep

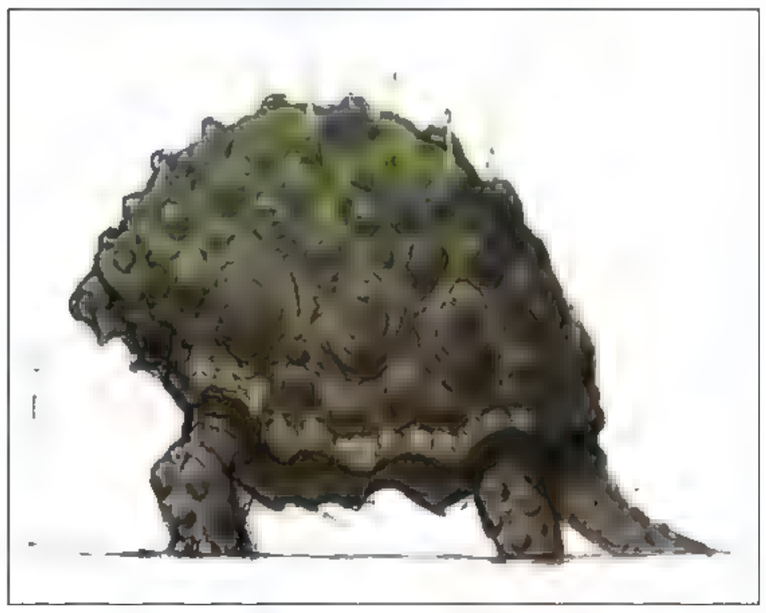
大羊族 [Ōhitsuji-zoku]

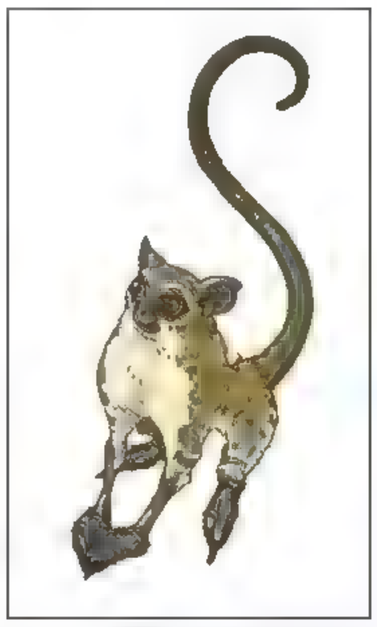




Adamantoises

アダマンタス族 [Adamantasu-zoku]





Opo-opo

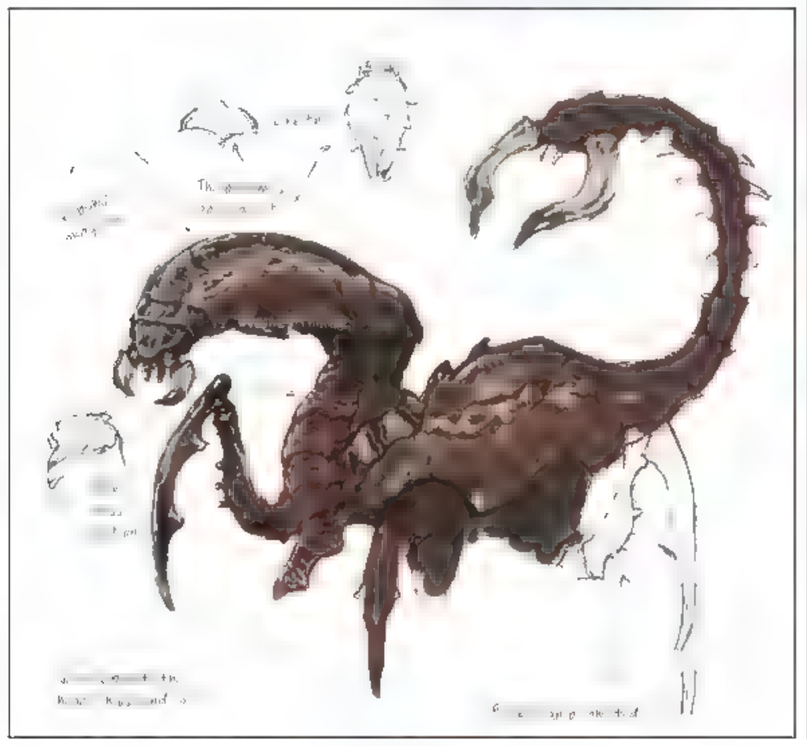
オポオポ族 [Opōpo-zoku]

Behemoths

ベヒーモス族 [Behīmosu-zoku]

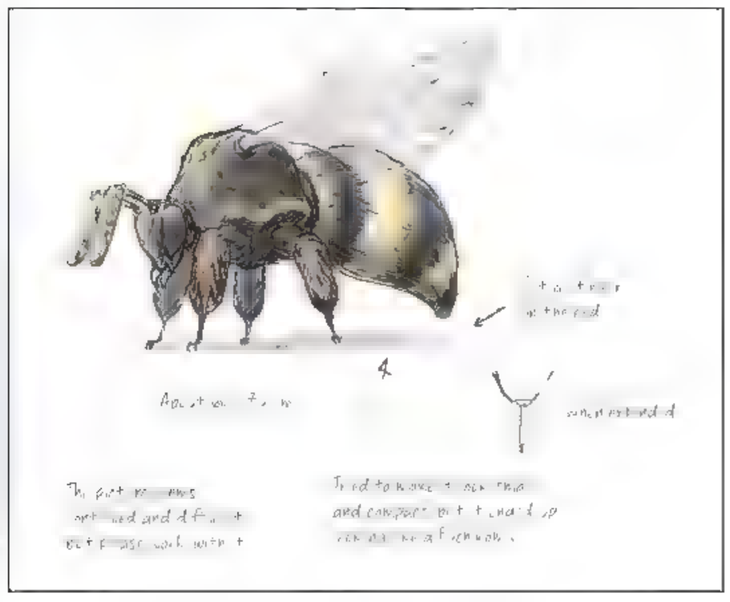
Scorpions

サソリ族 [Sasori-zoku]



Bees

蜂族 [Hachi-zoku]





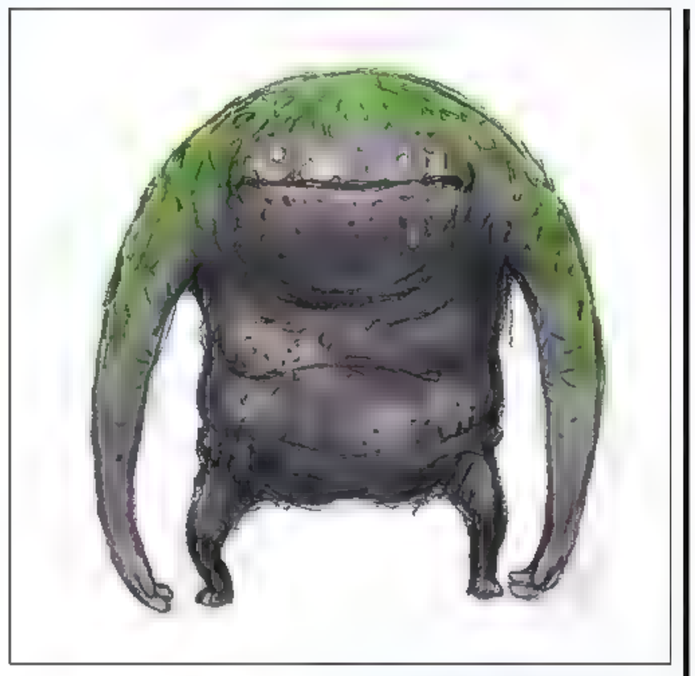
Mandragora

マンドラゴラ族 [Mandoragora-zoku]

Morbols

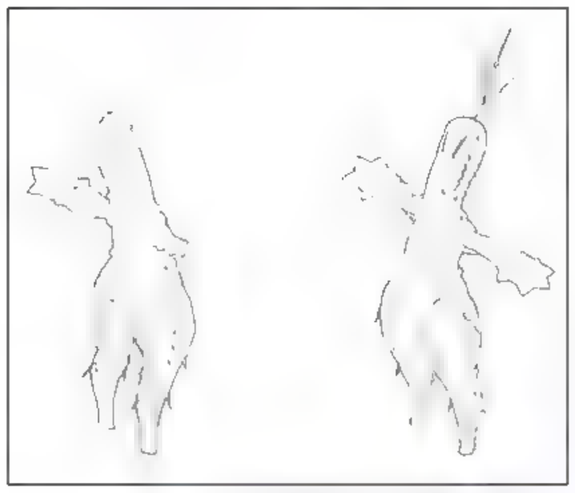
モルボル族 [Moruboru-zoku]





Goobbues

グゥーブー族 [Guūbū-zoku]



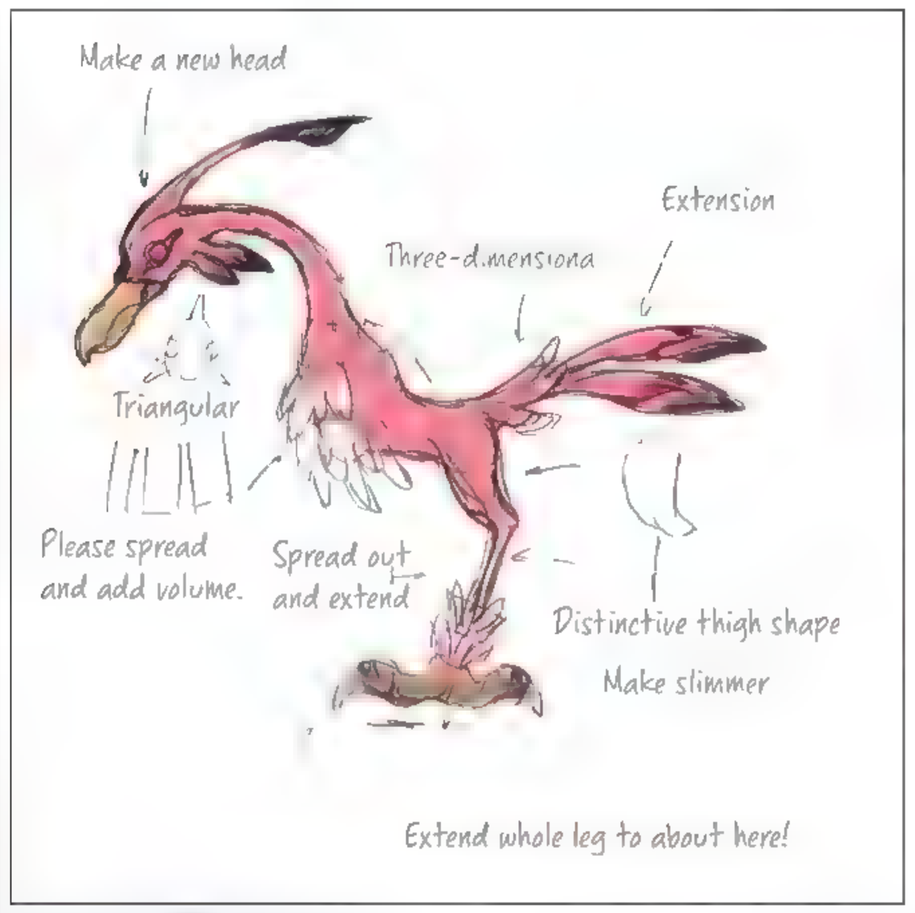
Sabotenders

サボテンダー族 [Sabotendā-zoku]

Rocks

ロック族 [Rokku-zoku]



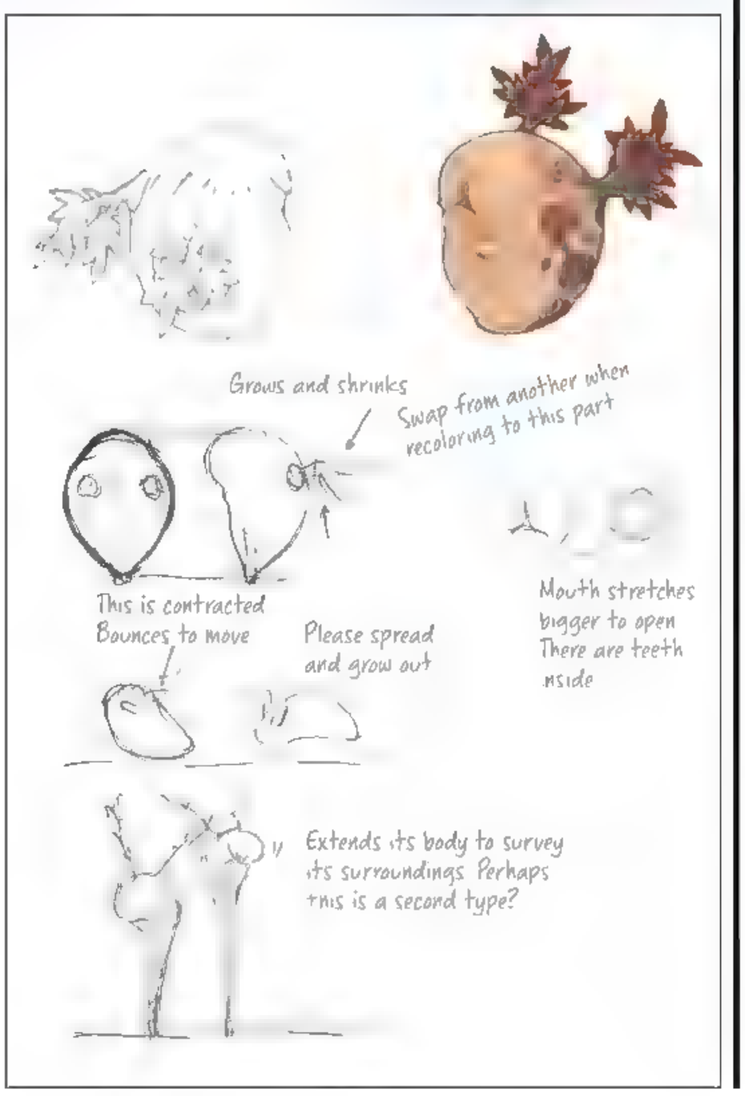


Birds

死鳥族 [Shicho-zoku]

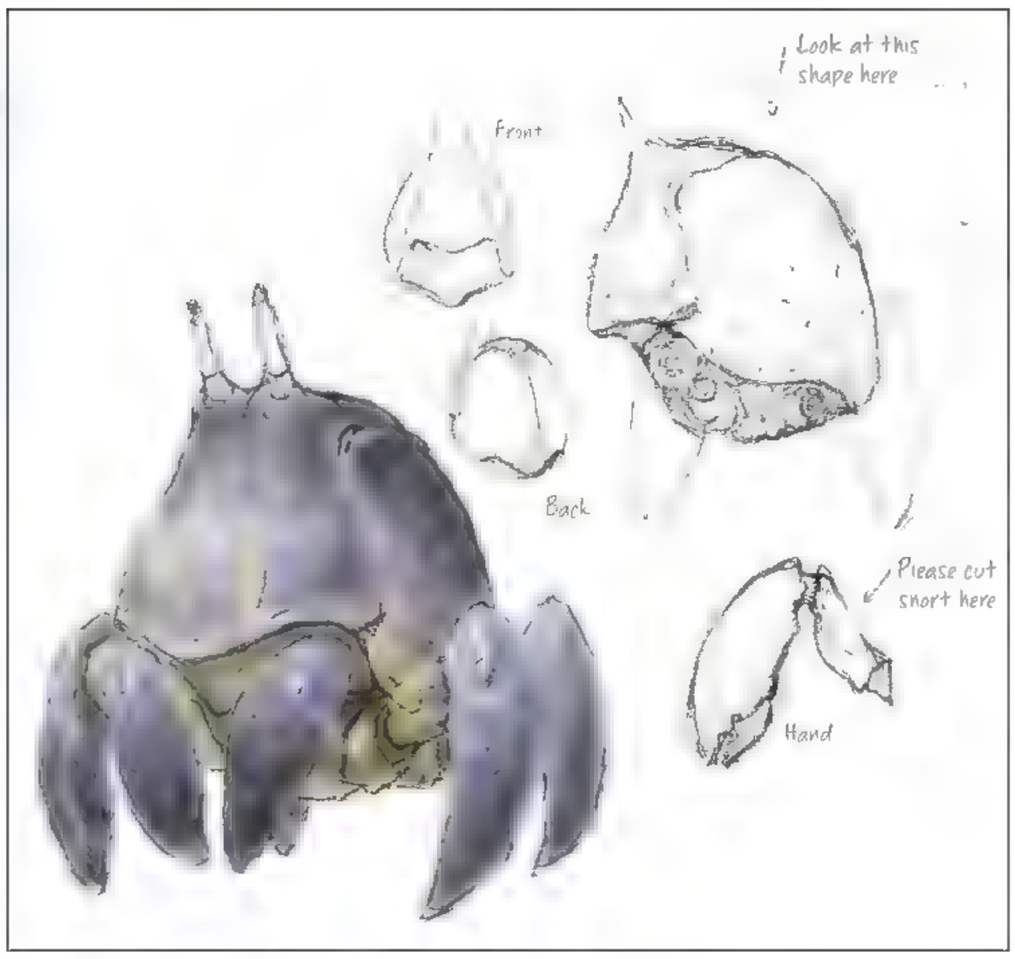
Leeches

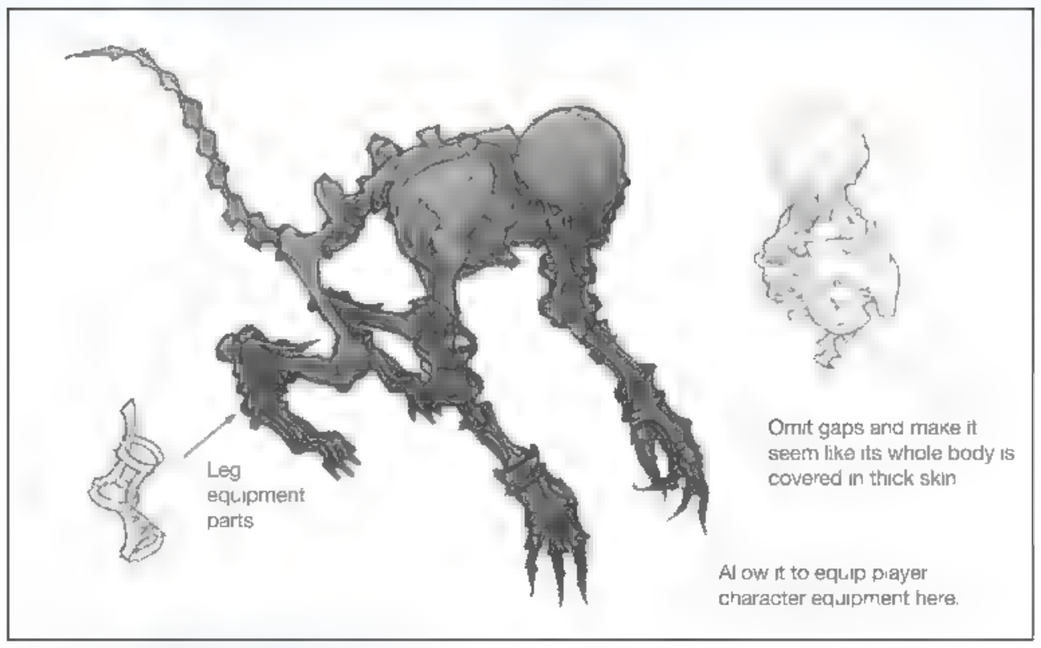
リーチ族 [Rīchi-zoku]



Crabs

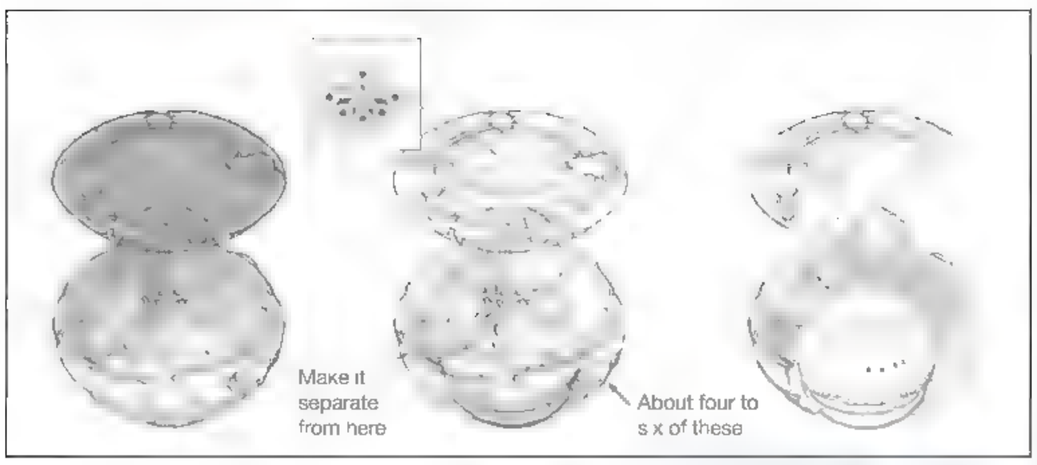
クラブ族 [Kurabu-zoku]





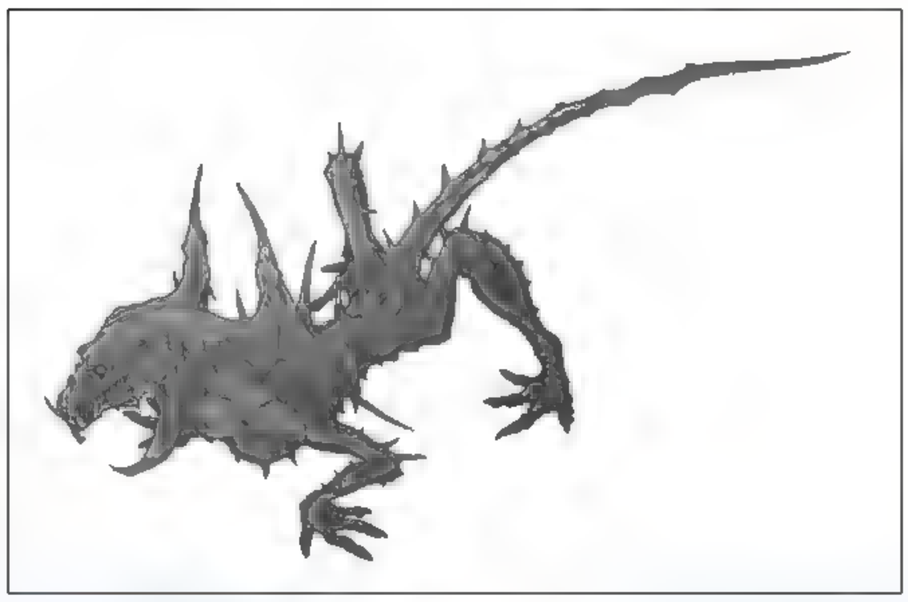
Skeletons

スケルトン族 [Sukeruton-zoku]



Magic Pots

マジックポット族 [Majikkupotto-zoku]

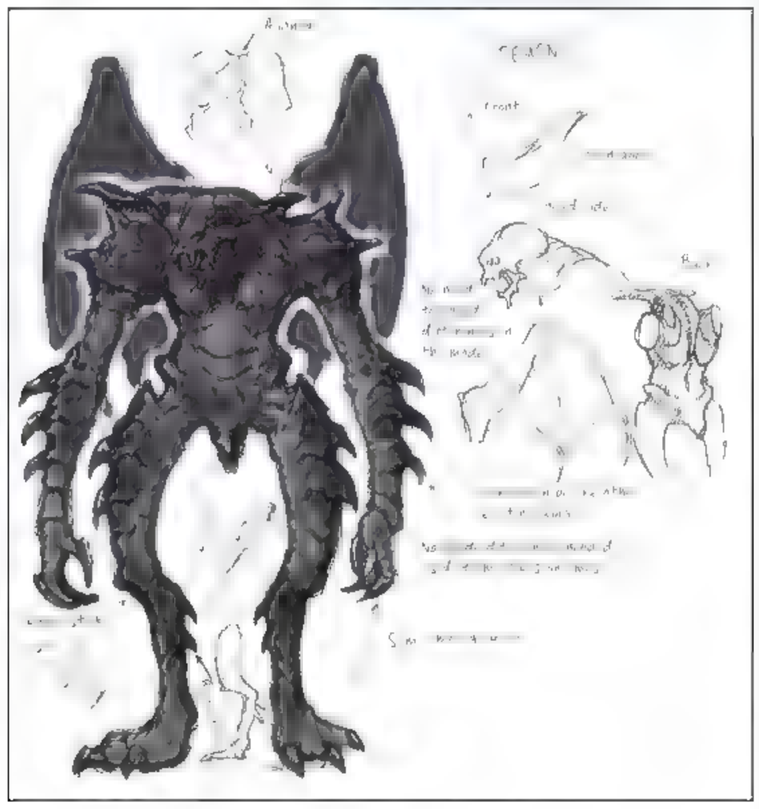


Dragons

ドラゴン族 [Doragon-zoku]

Demons

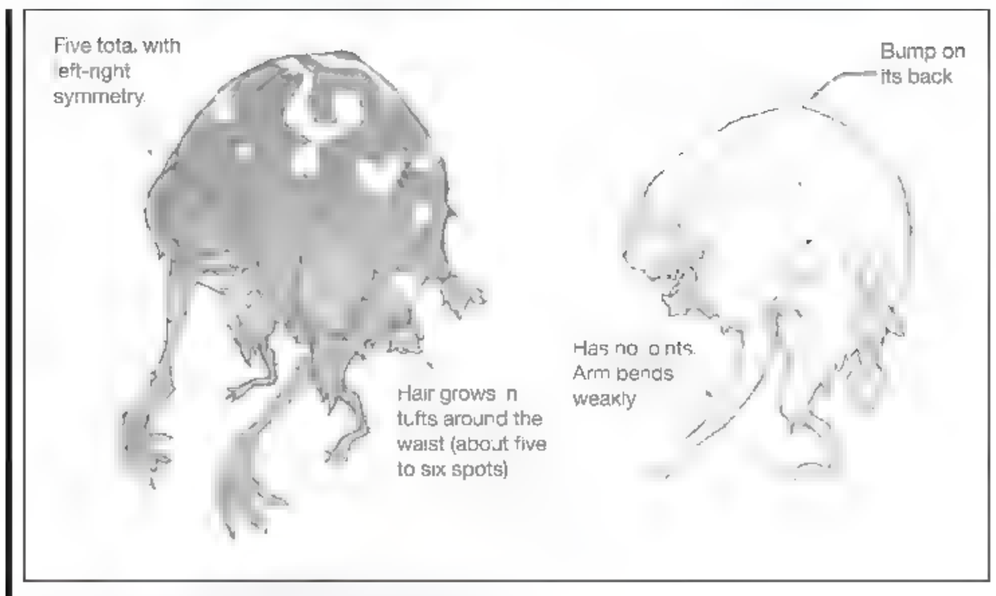
デーモン族 [Dēmon-zoku]



Doomed

ドゥーム族 [Doūmu-zoku]





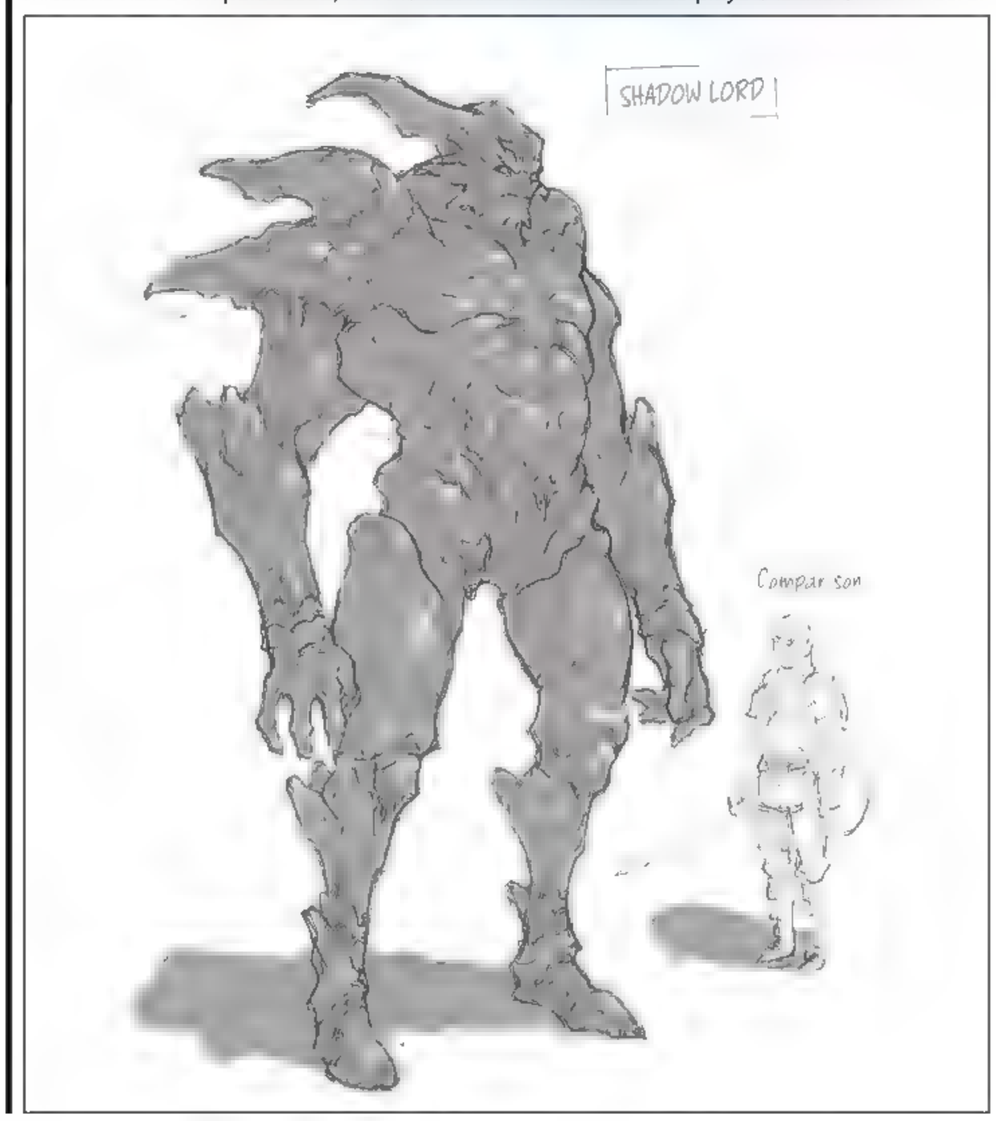
Evil Weapons

イビルウェポン族 [Ibiru wepon-zoku]

Shadow Lord

闇の王 [Yami no Ō]

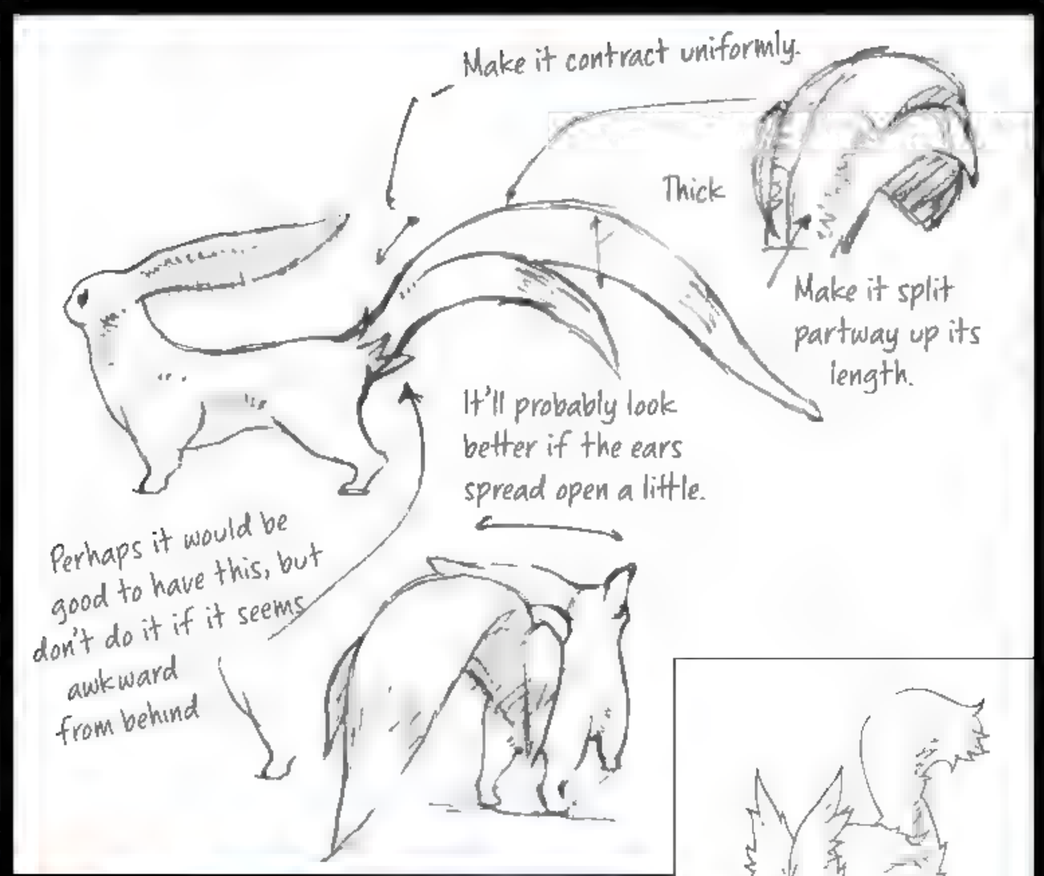
The mastermind behind the Crystal War that occurred twenty years before the events of *Final Fantasy XI*. The final boss of *FFXI* changed depending on what expansion discs and extra missions had been purchased, but the first final boss available to players is this Shadow Lord.



FINAL FANTASY XI ONLINE ファイナルファンタジーXI

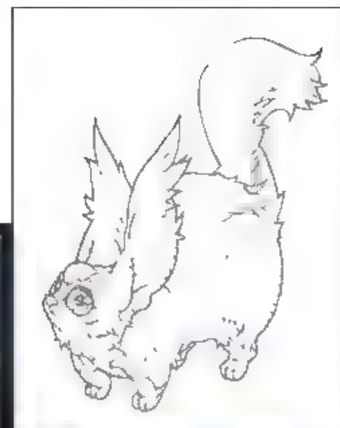
EXTRA CONTENT

AVATARS



Carbuncle

One of the five mighty Terrestrial avatars, also referred to as the "rainbow child." Not only can he form pacts with summoners, but he has special quests of his own. His eyes were rounder in the initial design.

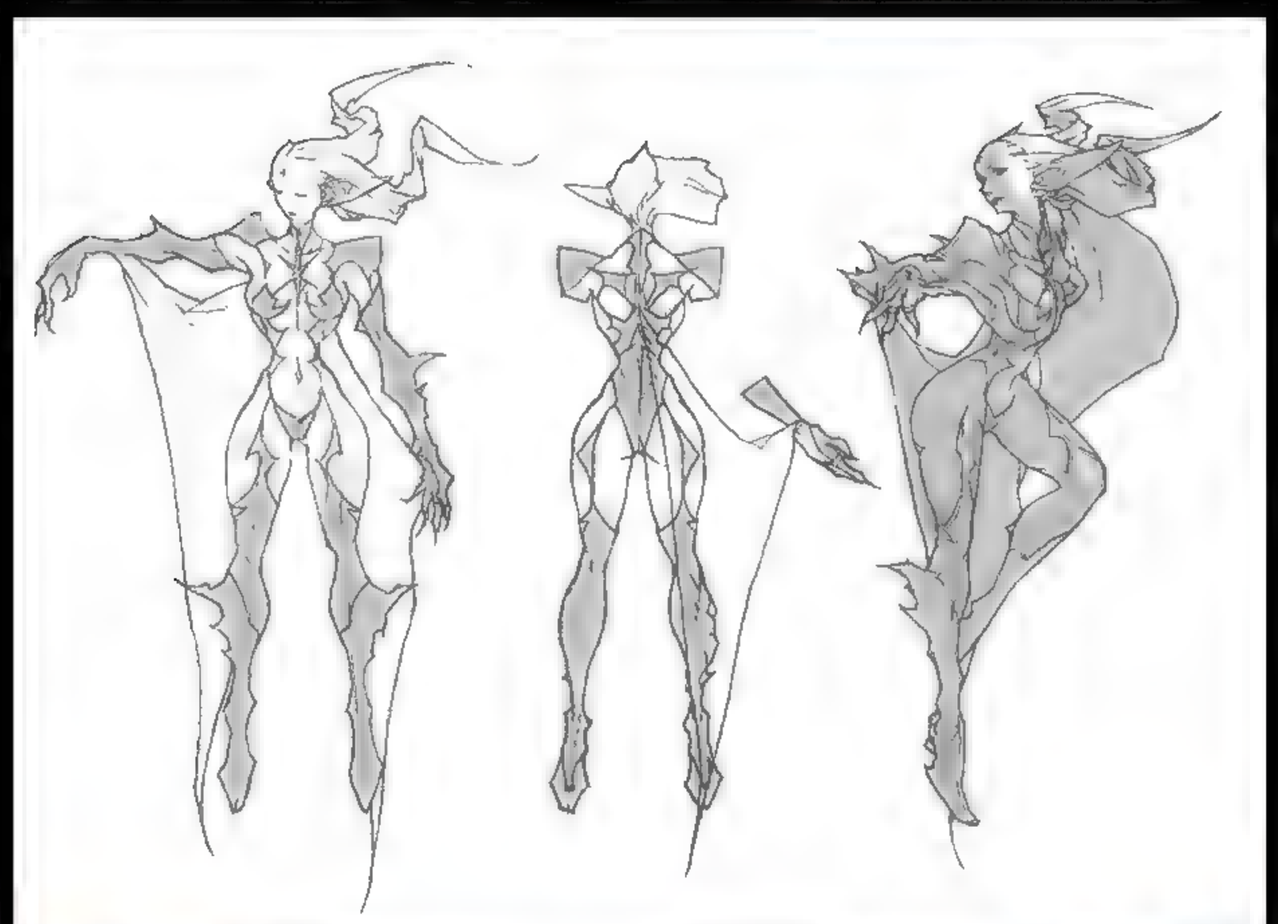


Initial Design

Ifrit

One of the eight Sleeping Gods. He sleeps in a special crystal, and beating him in combat lets summoners form a pact with him.



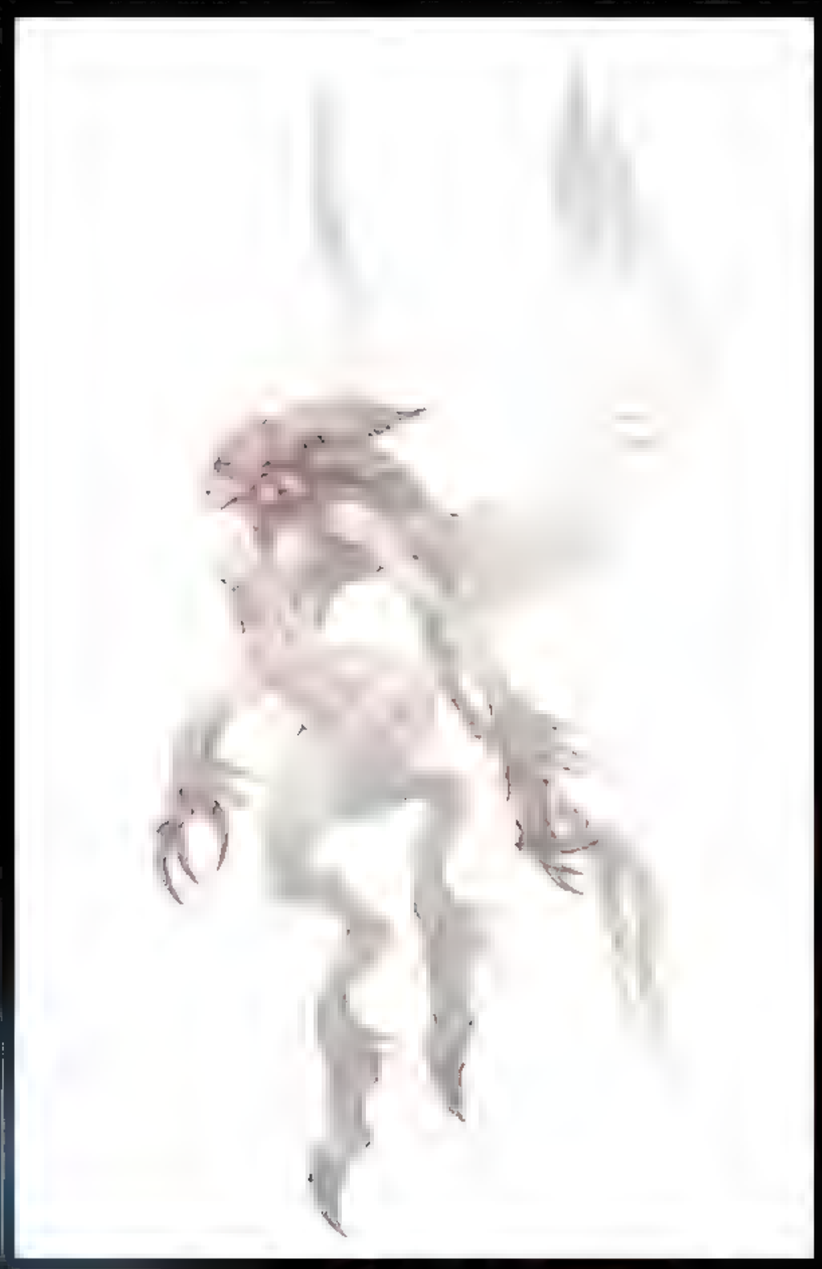


Shiva

A Sleeping God avatar with the power of ice. She appears as a beautiful frost-clad woman, and legends say she was once a princess who lost her life in a frozen land.

Garuda

A Sleeping God avatar that can command the winds. She possesses powerful abilities, such as the mighty Predator Claws attack or the Hastega skill that casts Haste on all allies in the area.



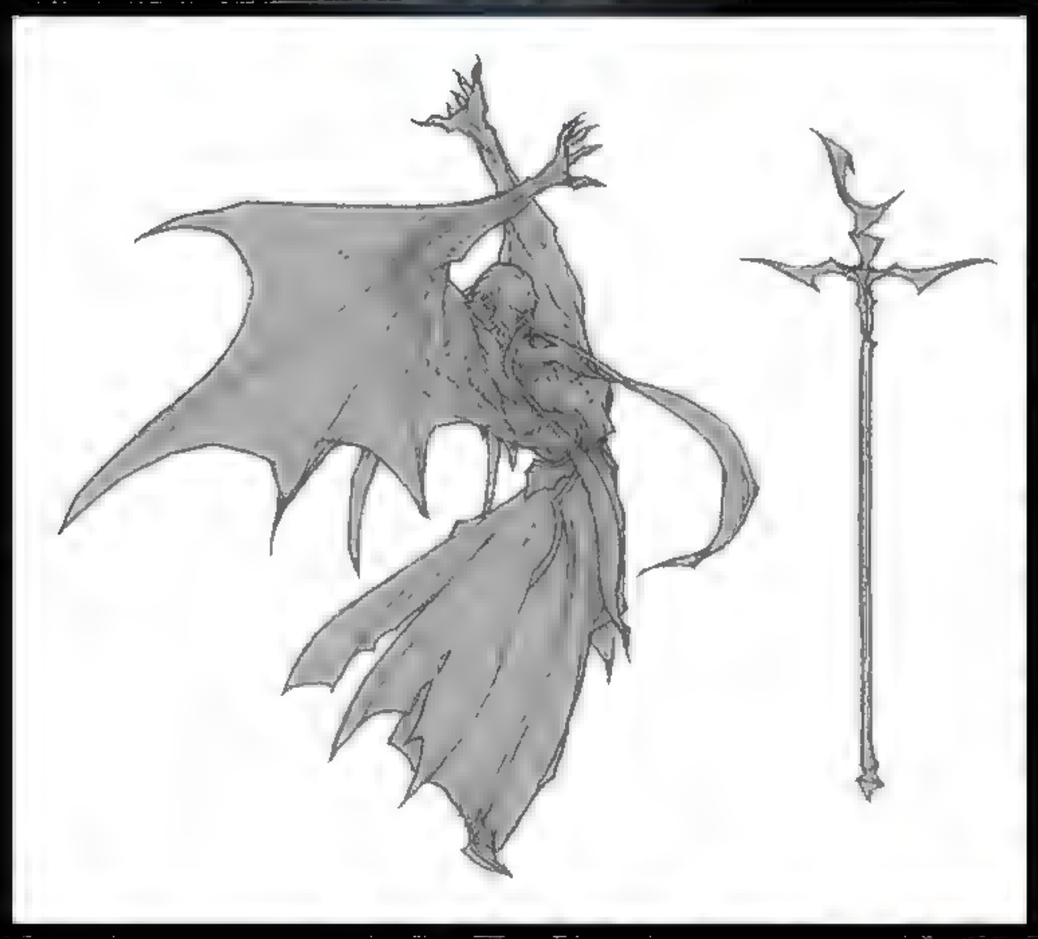
Titan

This muscular giant is another of the Sleeping God avatars. His protective skill can be used on allies to negate a set amount of damage.



Ramuh

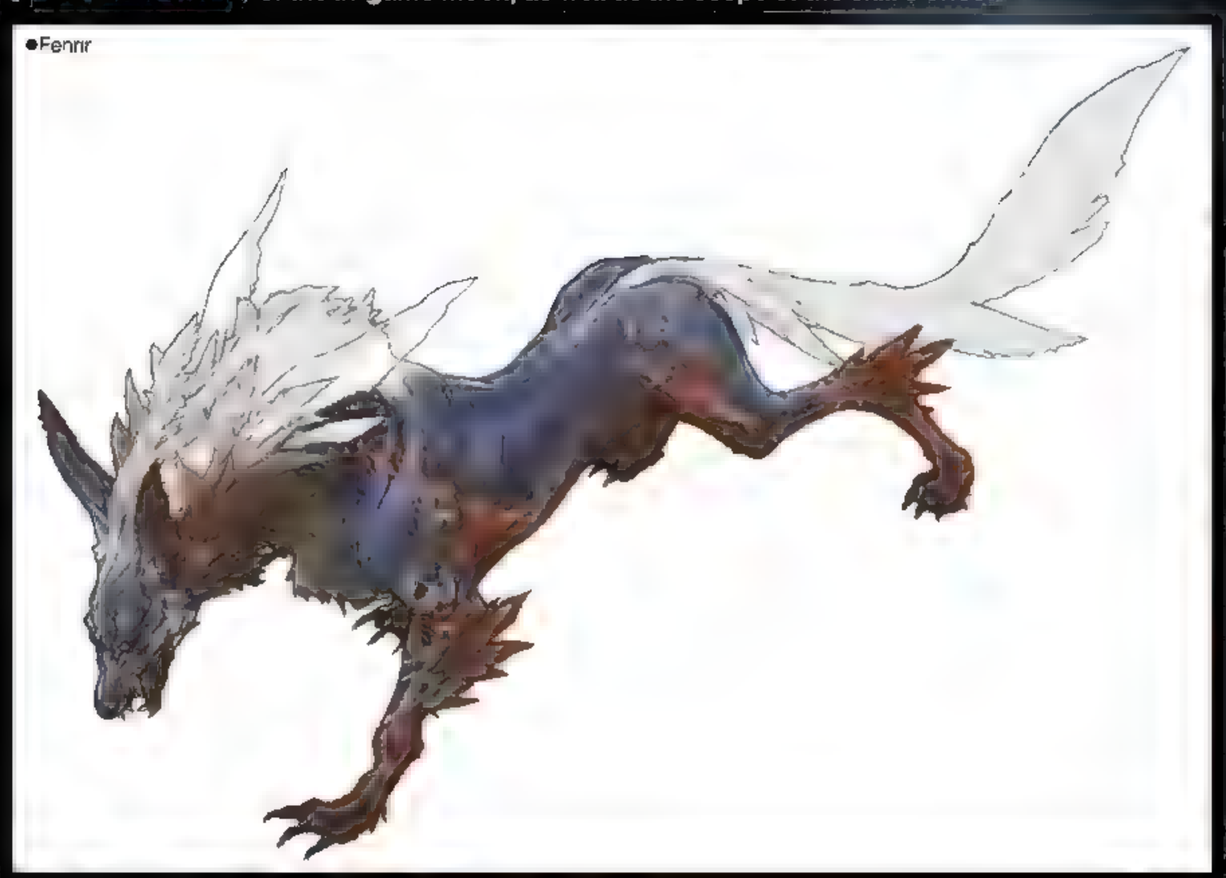
A Sleeping God avatar appearing to be an old man with a cane. His wing-like sleeves are usually folded away but unfurl when he unleashes certain skills.





Fenrir

The Terrestrial avatar known as the "moonlit guide." The type of skill he uses to support allies is said to change depending on the cycle of the in-game moon, as well as the scope of the skill's effect.



Leviathan

Another one of the avatars known as the Sleeping Gods, along with Ifrit, Shiva, Garuda, Titan, Ramuh, Odin, and Alexander. This mainstay of the *Final Fantasy* series maintains its serpentine form.

Memorable **Feature**

Battle for the Pacts

Aside from Carbuncle, avatars can only be summoned if defeated and bound by a pact. In Fenrir's case, the battle to form a pact is extremely difficult. Back when the game's level cap was seventy-five, it was not a rare occurrence to see an ally go down after taking a single hit.



ARTIFACT ARMOR

Model sheets for artifact armor, special equipment reserved for specific jobs. Countless revisions to color and decoration were made based on these illustrations before their adoption into the game. Many artifact armor designs echo their counterparts from *Final Fantasy V*.

Warrior



Monk (Initial Design)



Black Mage



Red Mage



Thief



Bard (Initial Design)



Ranger (Initial Design)



Samurai (Initial Design)



Ninja (Initial Design)



Summoner



Dragoon (Initial Design)



IMAGE BOARDS



Castle Wrapped in Clouds



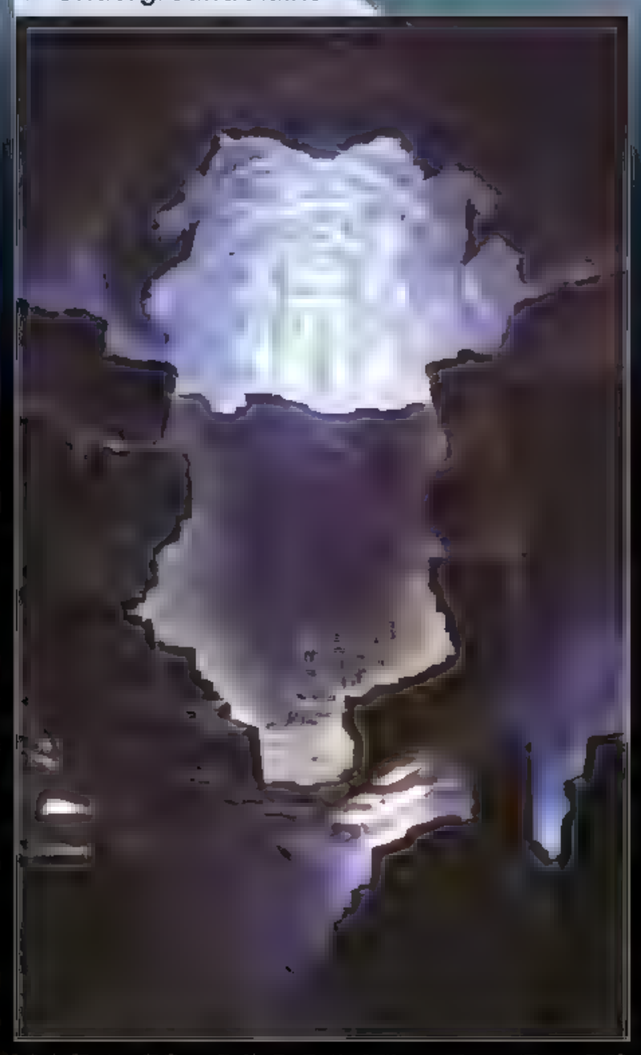
Old Fortress over the Cape



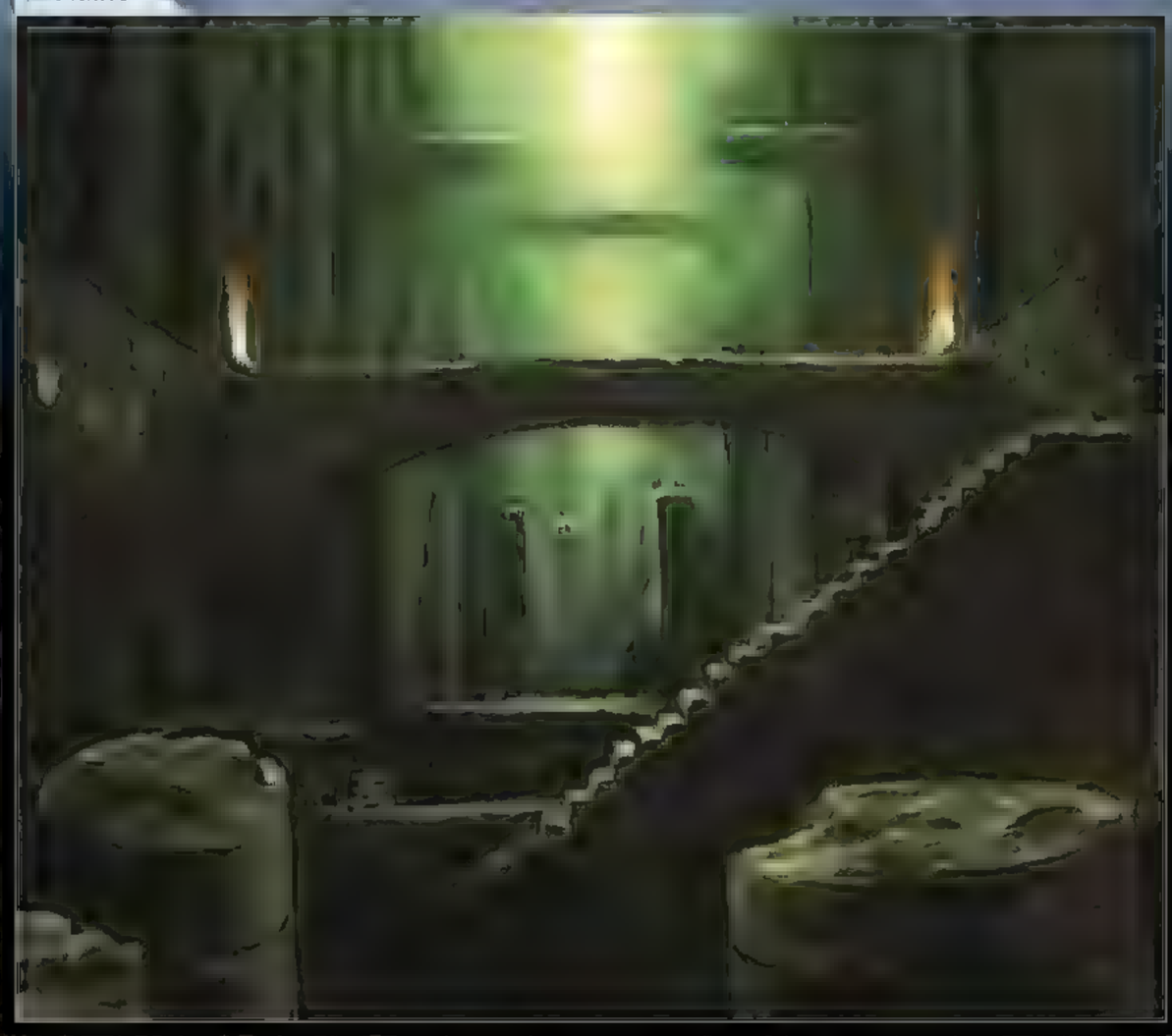
Dense Forest



Castle



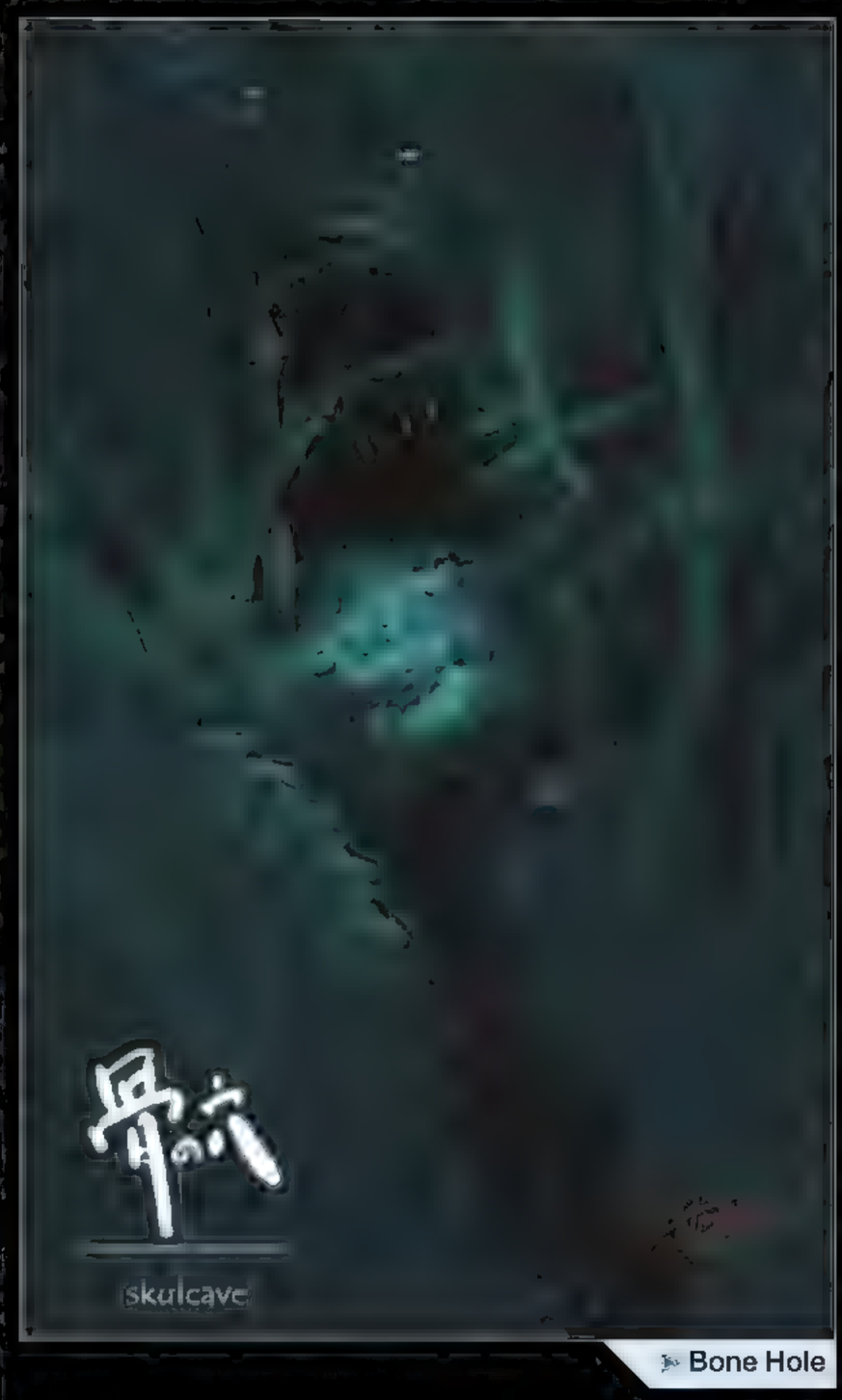
Underground Ruins



Ruins



Forest



Bone Hole



Snow-Laden Forest

MISCELLANEOUS DEVELOPMENT MATERIALS



Chocobo

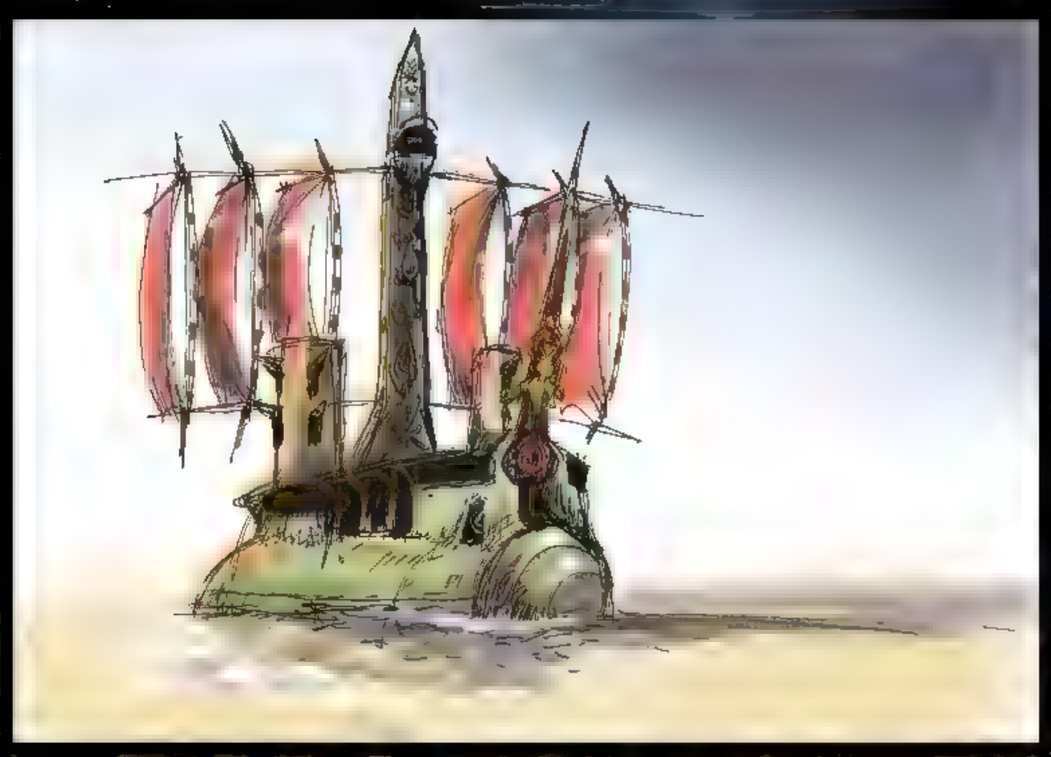
Animals known mainly for their use as mounts. The size of the player's chocobo mount depends on the Adventurer type. Smaller chocobos are reserved for Tarutaru Adventurers.

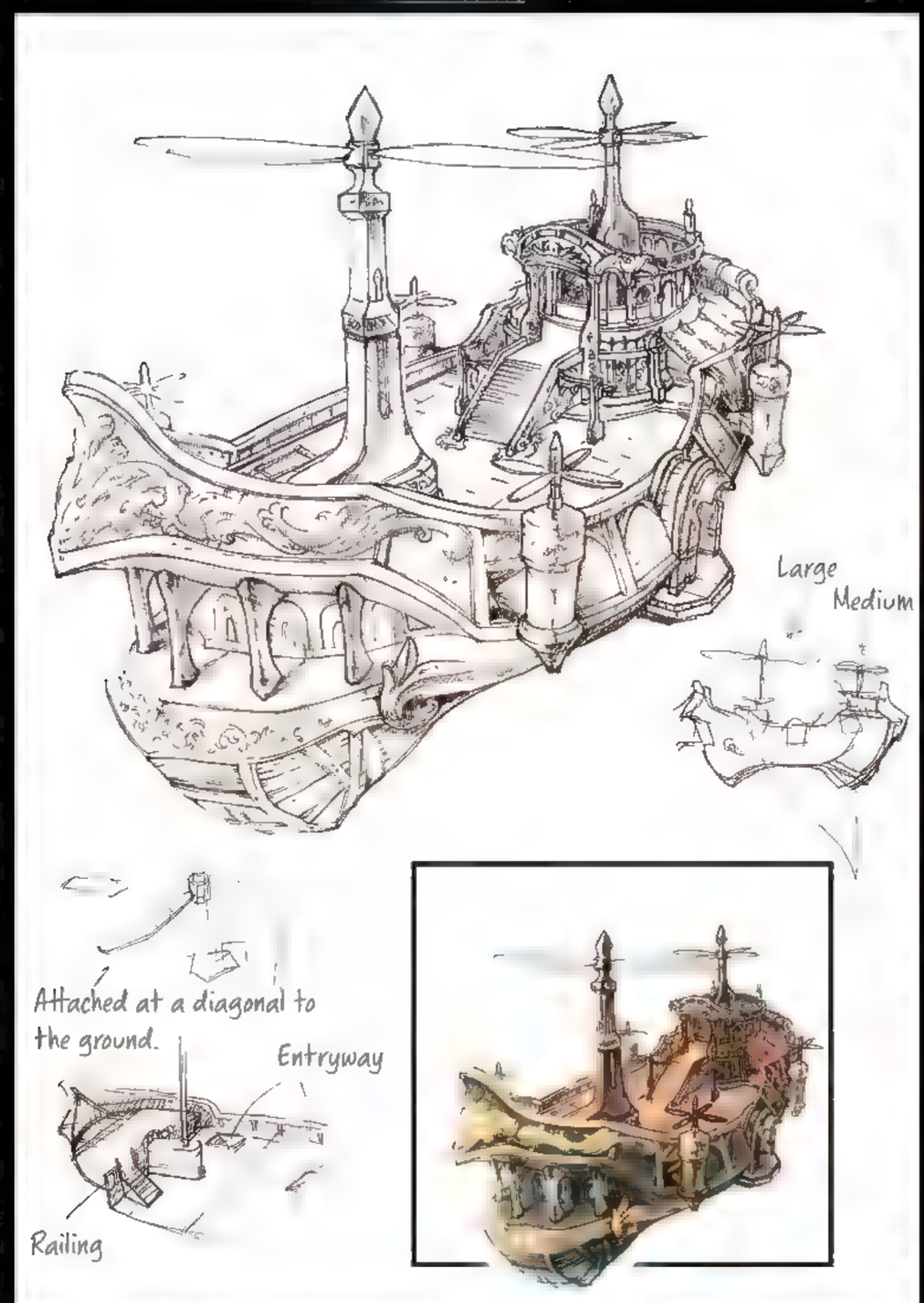
Airship

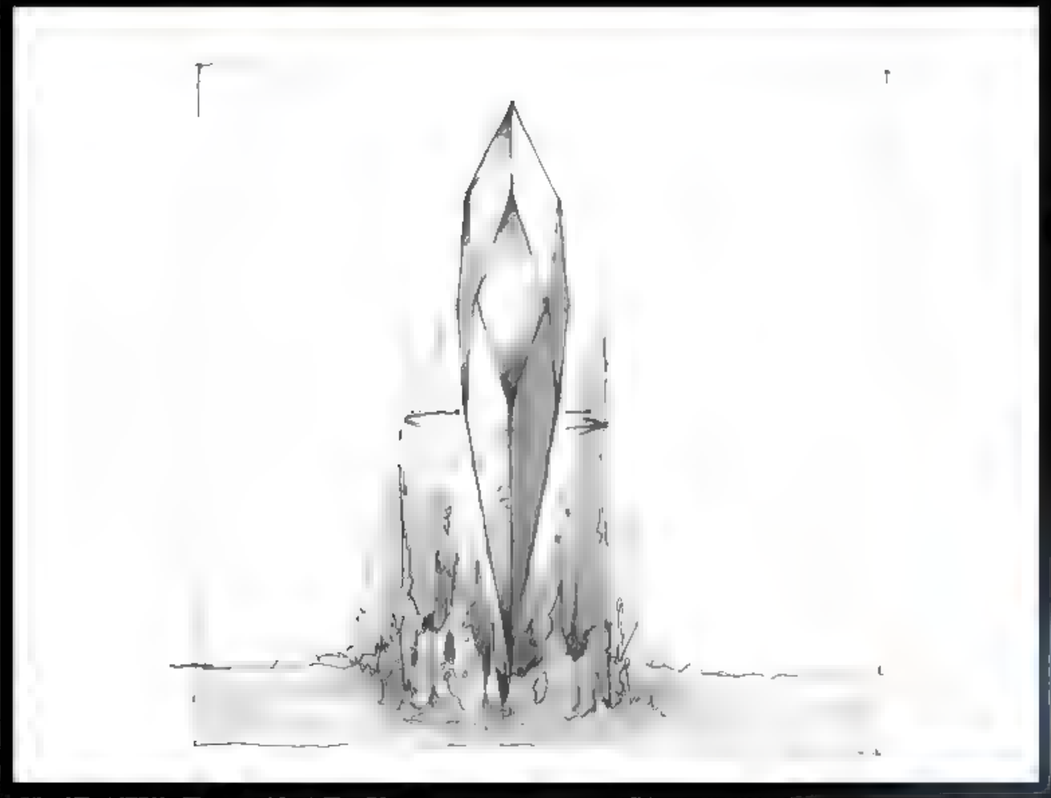
The airship that Cid completed based on ancient blueprints, utilizing crystal machinery revived by the Grand Duchy of Jeuno. This technology is used to connect Jeuno to other major cities.

Motorboat

Similar boats are used in some coastal villages. The ones that appear in-game differ from this illustration, featuring simpler ornamentation and hulls made of wood.







Home Point Crystals

Special crystals scattered around cities. Players can use a crystal as a home point the next time they use a Warp spell.

National Flags

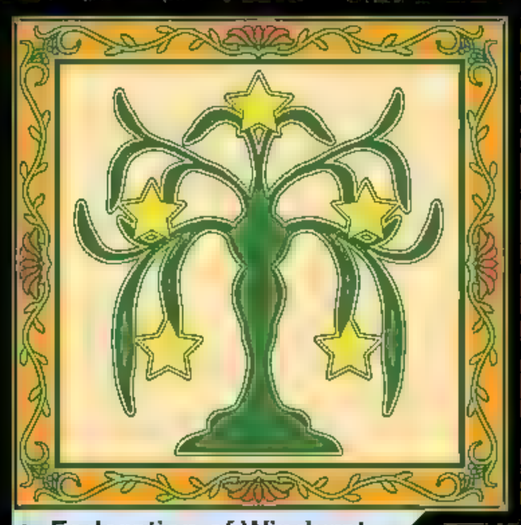
The flags of Jeuno and the other three major countries. The San d'Oria flag bears the royal family crest of griffins, while the Bastok flag has a water wheel and smokestacks. Windurst's flag sports a tree covered in stars, while the Jeuno flag is composed of three bridges and a sun.



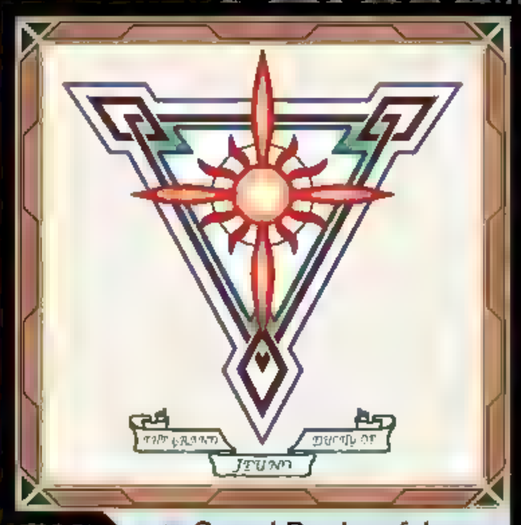
Kingdom of San d'Oria



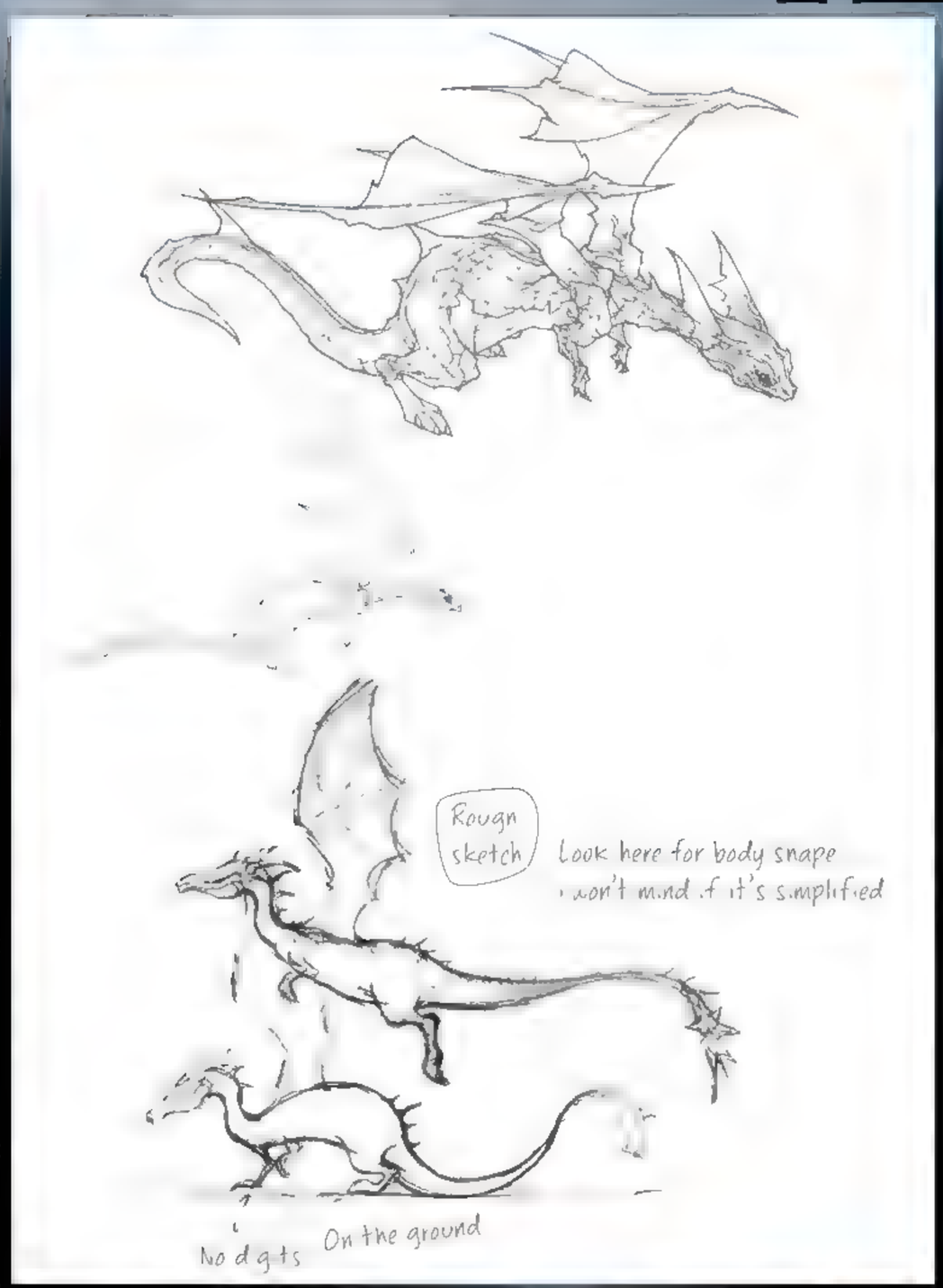
Republic of Bastok



Federation of Windurst



Grand Duchy of Jeuno



Wyvern

Small dragons that accompany Dragoons. Using the ability Call Wyvern allows it to join the battle. Players can choose a name for their wyverns from a large list of options.



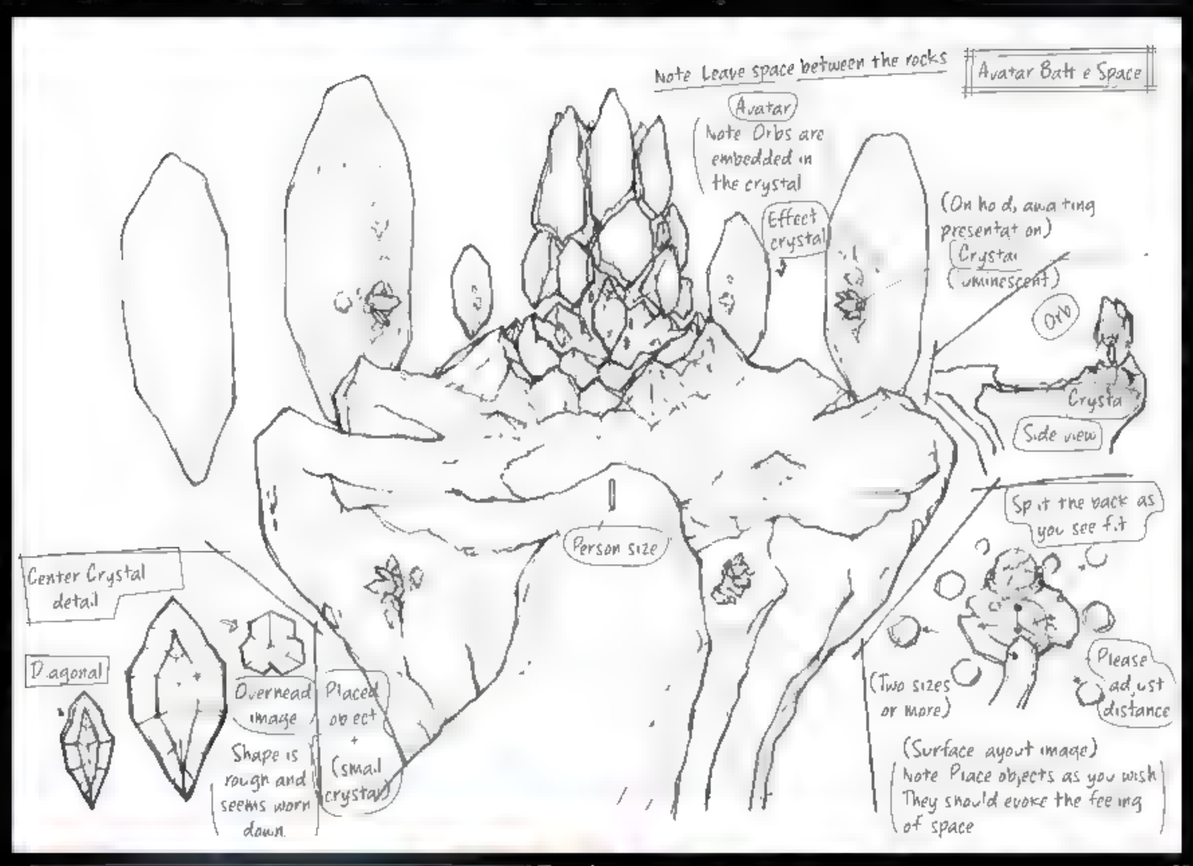
Moogle

A sincere and obliging type of beastman that is deeply integrated into normal society. Their wings appear smaller in-game than in the illustration, and they also have the race's signature pompom atop their head.



Mothercrystal

The gigantic crystal that created Vana'diel, giving birth to life and the gods. Also known as the "true crystals." There are five in all, each hidden away from the public eye. They are typically believed to be legends.



Avatar Battlefield

Another dimension existing within a special crystal. Avatars slumber in the crystals seen within the bedrock of the space and attack any who approach.

FINAL FANTASY XI

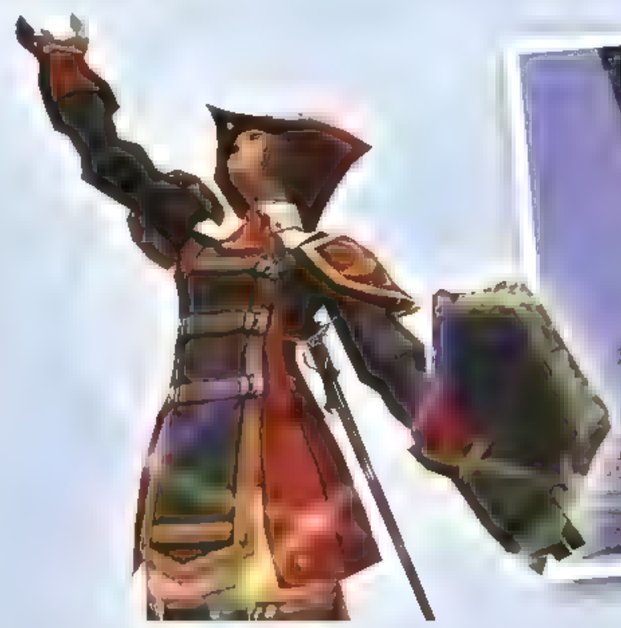
MEMORIES

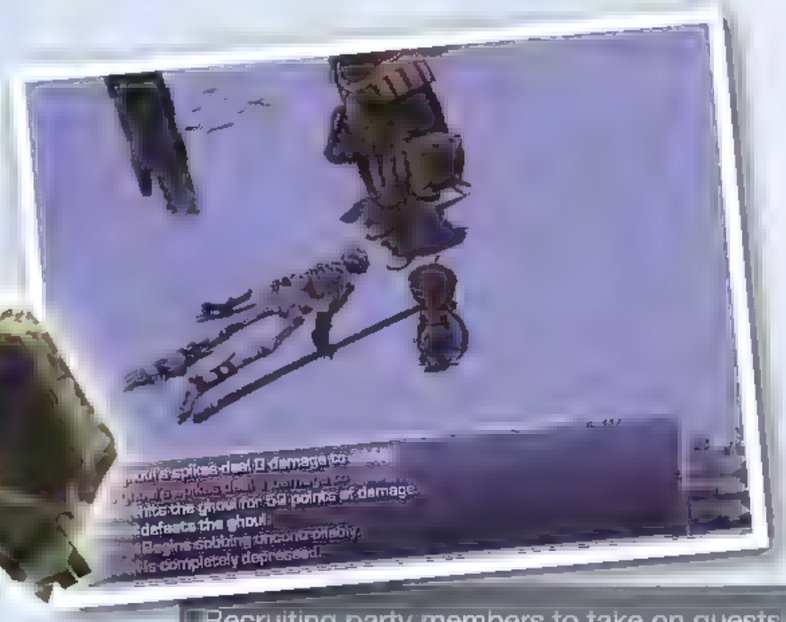


A new Adventurer sets foot on the endless sprawl of Vana'diel.
—DURING THE OPENING SCENE

Fighting weaker monsters at first, only to panic at a beastman ambush to your rear.
—IN SOUTH GUSTABERG



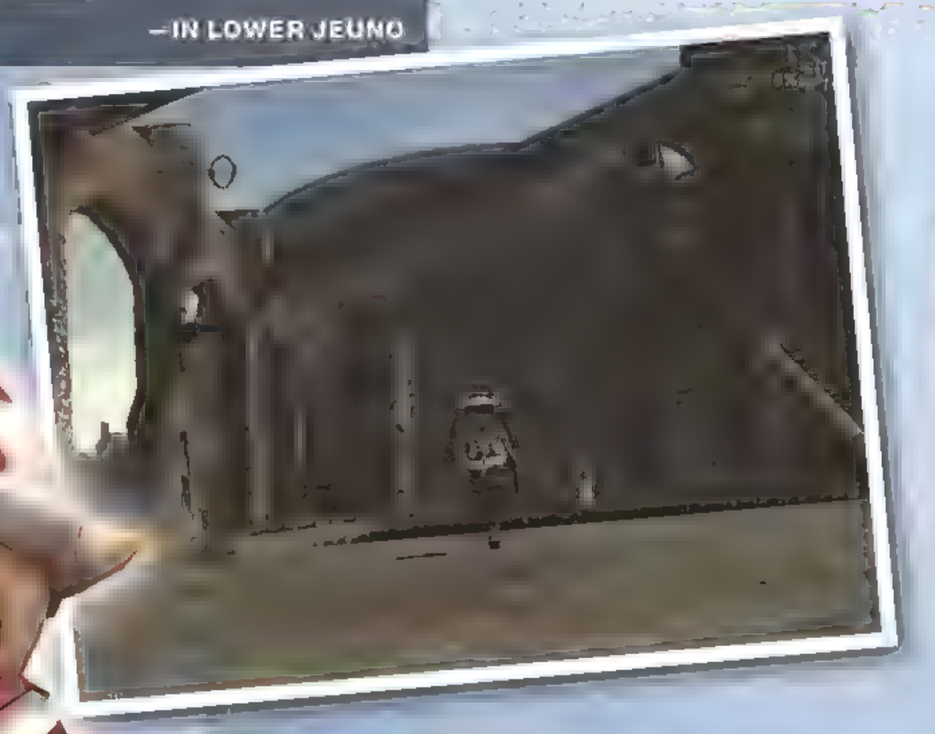


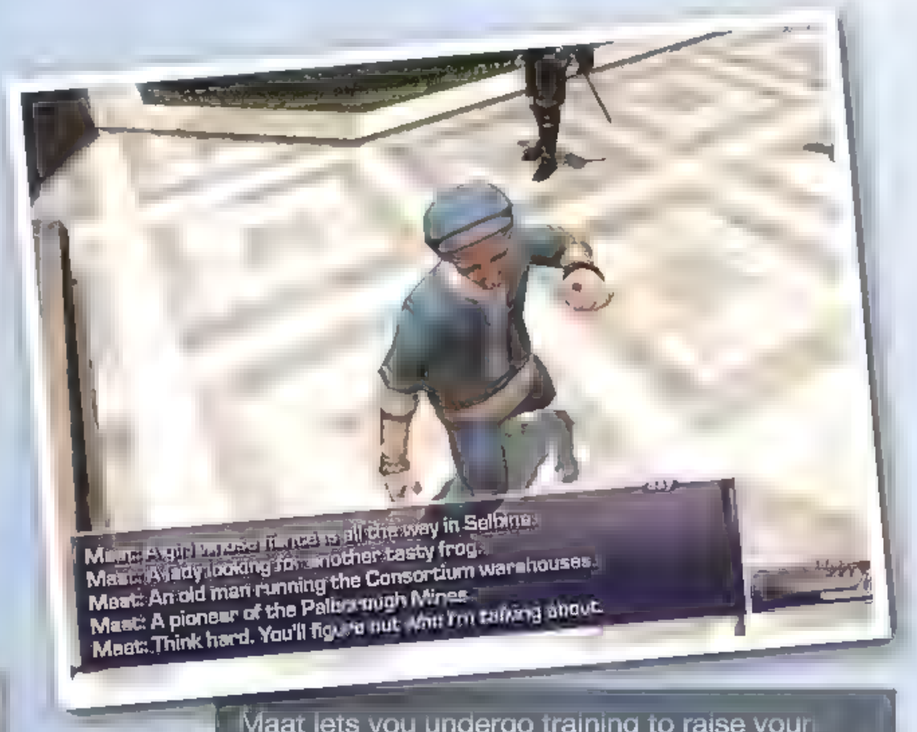


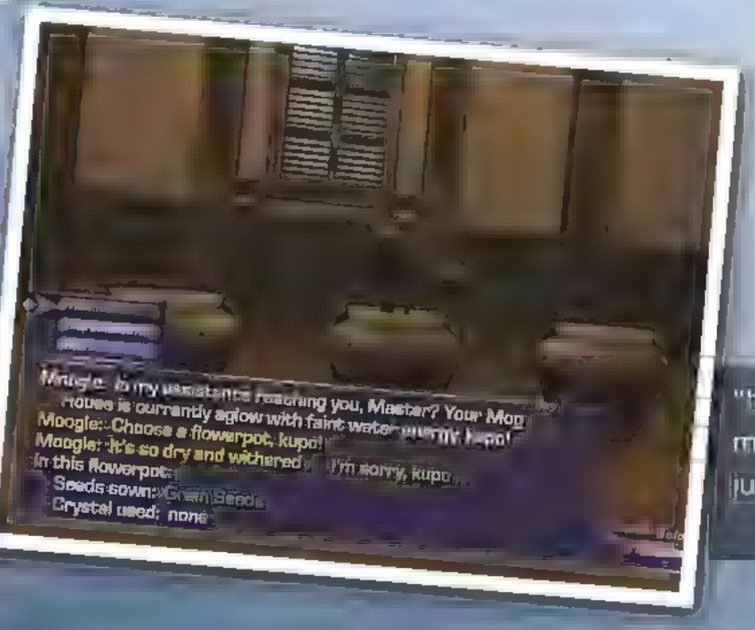
No longer a rookie! You finally make your way to the Grand Duchy of Jeuno.
—IN LOWER JEUNO

Recruiting party members to take on quests to obtain support jobs. Foes just won't drop those skulls you need . . .
—AT THE VALKURM DUNES



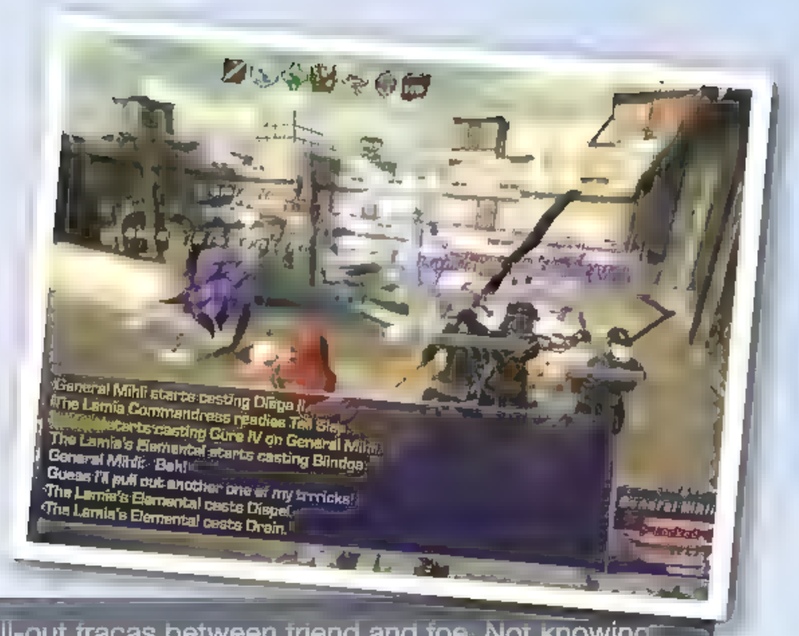






"It's so dry and withered," says the moogle about your plant. Don't tell me it just sat there and watched it die.
—AT A MOG HOUSE

Maat lets you undergo training to raise your level cap. The challenge he presents leaves a bad taste in your mouth.
—AT THE RU'LUDE GARDENS



An all-out fracas between friend and foe. Not knowing where the attack is coming from, you soon fall in battle.

—AT AL ZAHBI



New jobs, balance tweaks, added story... Each expansion brings a new feeling of wonder!

—IN NORG





Adventurers travel to Abyssea to gain a special power which will make them superhuman.

—AT ABYSSEA-ALTEPA



Gathering items like crazy day after day in order to complete the ultimate weapon.

—AT DYNAMIS-XARCABARD



No matter what crises befall Vana'diel, we'll save the day!

—AT THE GRAND PALACE OF HU'XZOI



International Version

FINAL FANTASY® XII INTERNATIONAL
ZODIAC JOB SYSTEM

A story steeped in profound human drama.

The twelfth entry in the series offers rich character interactions set against a somber backdrop. The boy Vaan joins the company of Ashe—the princess of a fallen kingdom—and gets caught up in the political conflict between nations while carving out his own destiny. The Active Dimension Battle system garnered attention for putting travel and battle elements on the same map. A sequel was released in 2007 under the title *Final Fantasy XII: Revenant Wings*.



PlayStation 2

Final Fantasy XII





JP Launch Date ● March 16, 2006
NA Launch Date ● October 31, 2006

PlayStation 2
(Console Bundle)

PlayStation 2
Final Fantasy XII Pack



Seller ● Sony Computer Entertainment
Launch Date ● March 16, 2006

PlayStation 2

Final Fantasy XII
International
Zodiac Job System



Launch Date ● August 9, 2007

PlayStation 2
(Ultimate Hits)

Final Fantasy XII



Launch Date ● June 26, 2008

PlayStation 2
(Ultimate Hits)

Final Fantasy XII
International
Zodiac Job System



Launch Date ● July 30, 2009

PlayStation 2
(Limited Edition)

Final Fantasy
25th Anniversary
Ultimate Box



Launch Date ● December 18, 2012
✙ Square Enix e-Store Limited Edition

PlayStation 4

Final Fantasy XII
The Zodiac Age



JP Launch Date ● July 13, 2017
NA Launch Date ● July 11, 2017

FINAL FANTASY XII

ART

The Judge Magisters



The Sky Pirate, the Princess, and the Punk

Vaan, Ashe, Balthier, and Fran

Basch, Penelo, and Fran



Vaan's party fights a ring wyrm

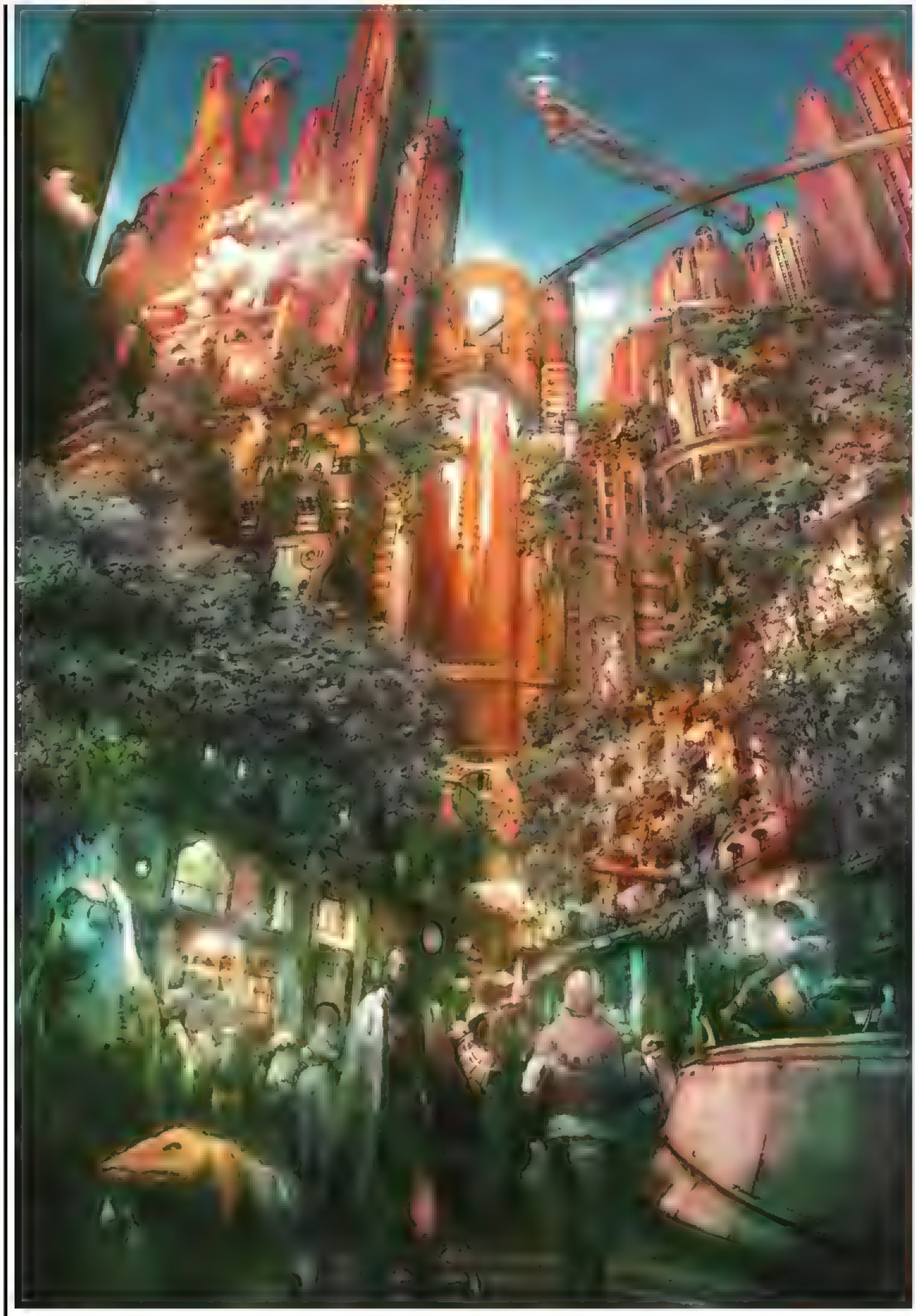




Port

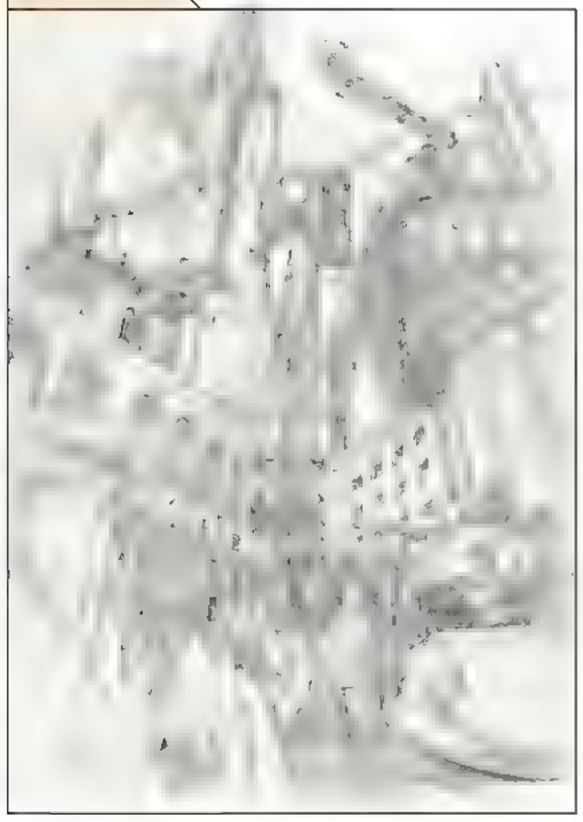
The airship

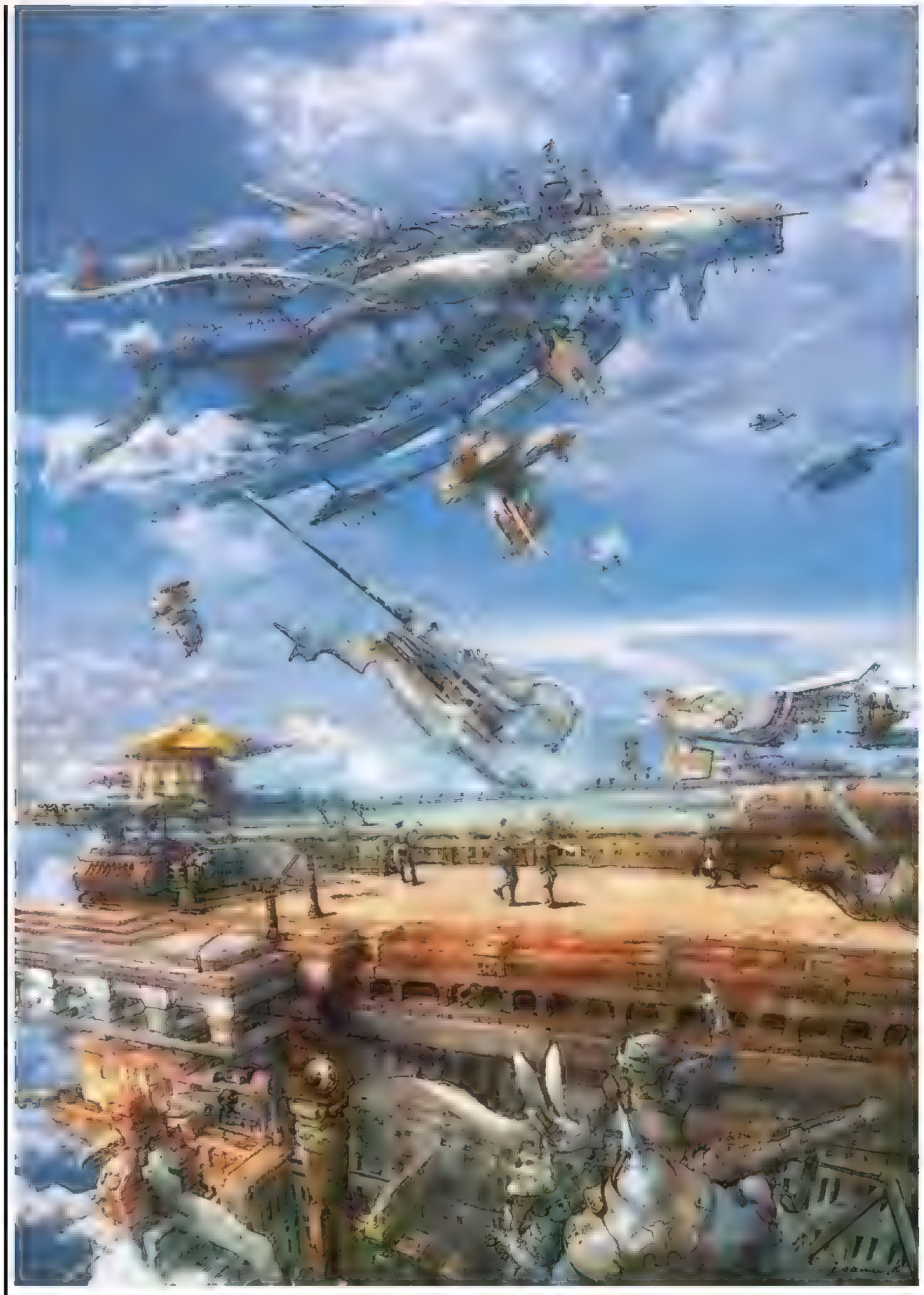




Archades

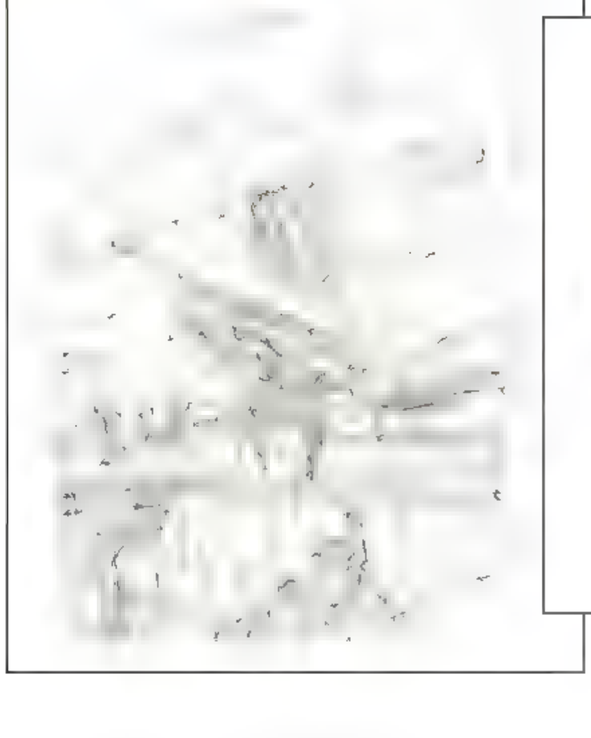
Sketch





Calm before the storm

▶ Rough Sketch



▶ Sketch of Vaan and Ashe





Comrades

Rough Sketch

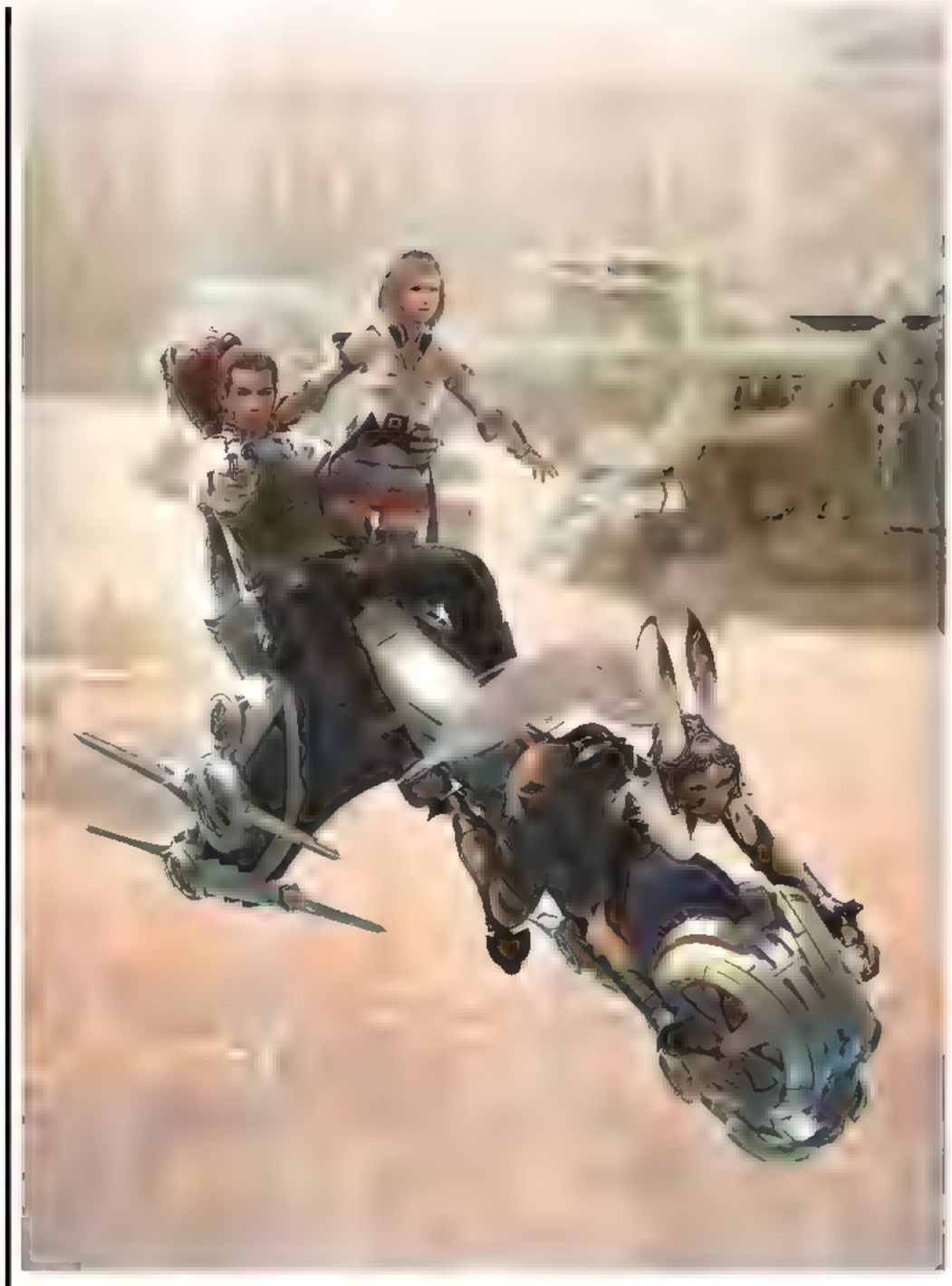




Zodiac heroes



Vaan, Penelo, and Basch



Ashe, Balthier, and Fran

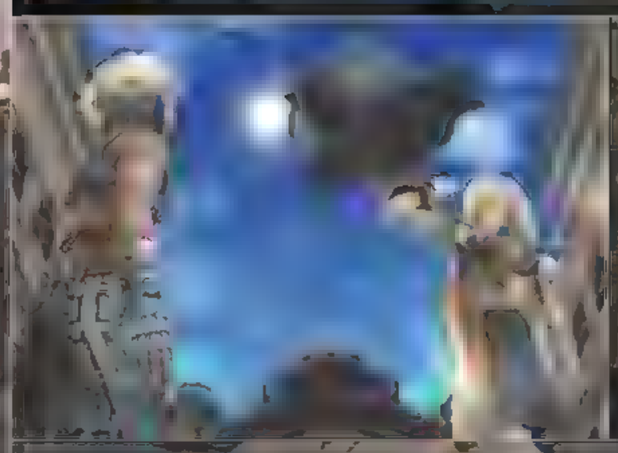


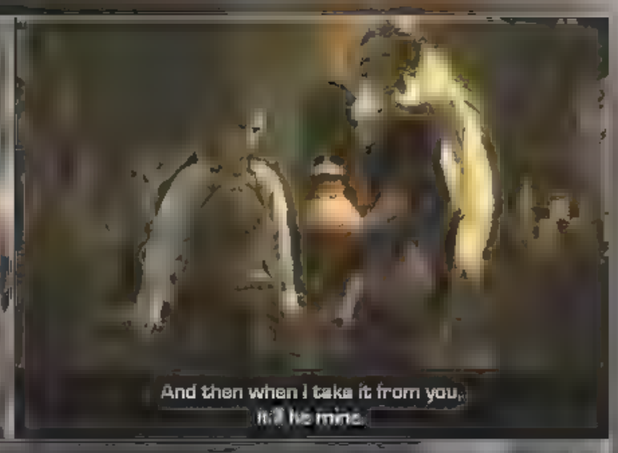
Espers

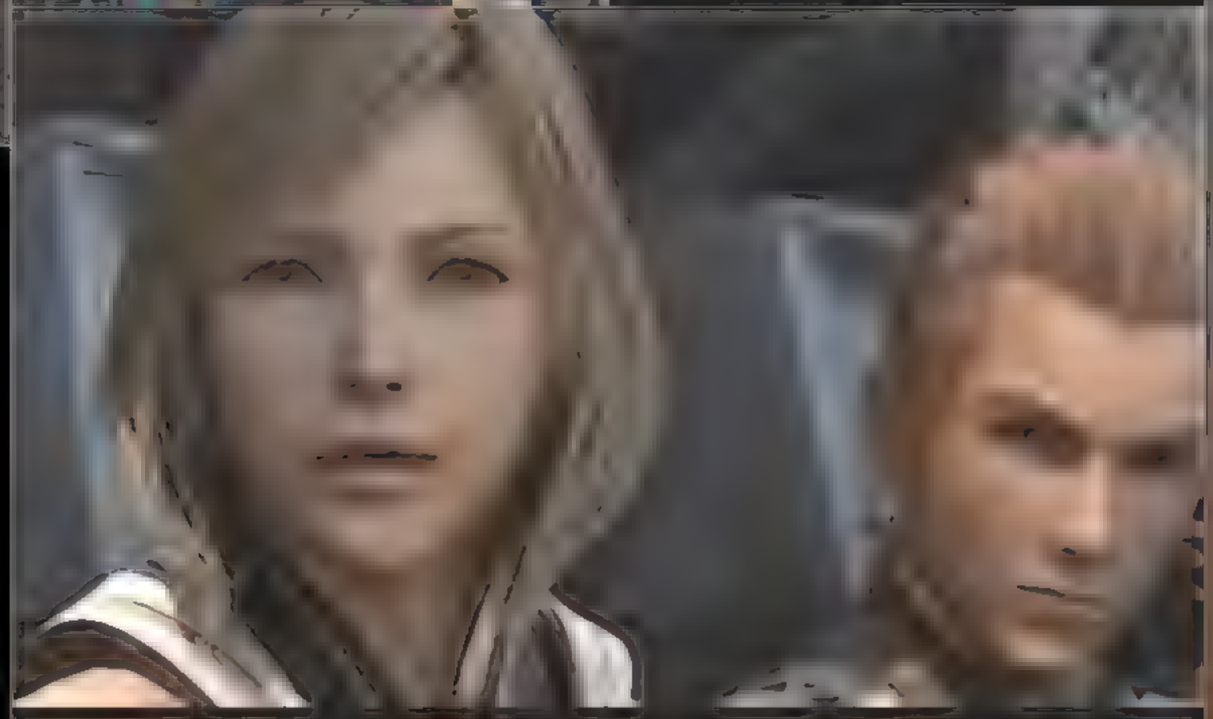


Cruiser class Ifrit
(international version package illustration)

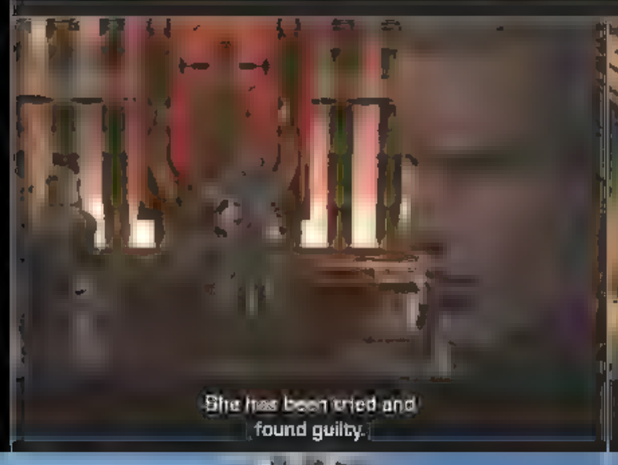


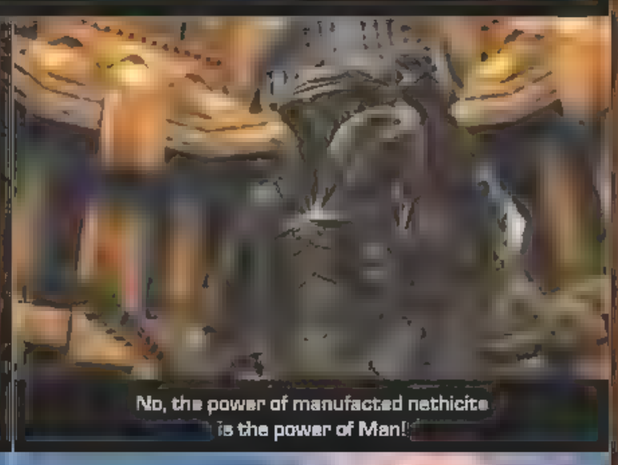


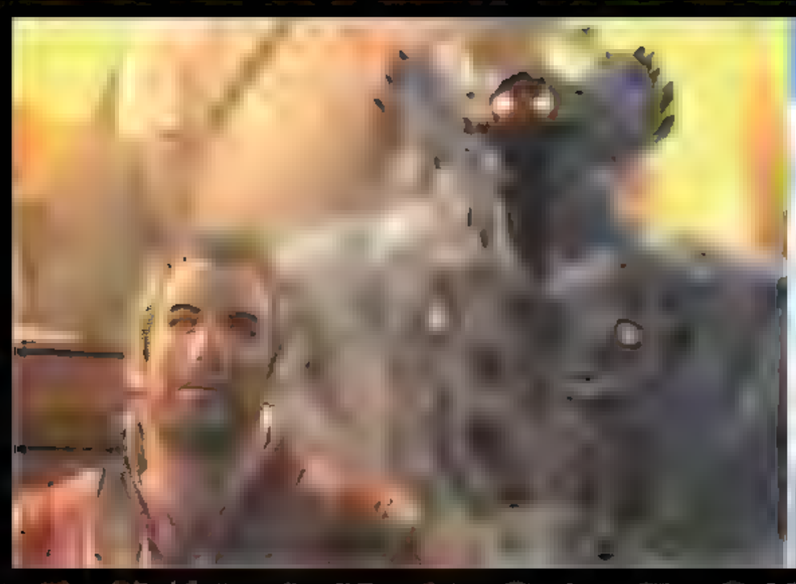


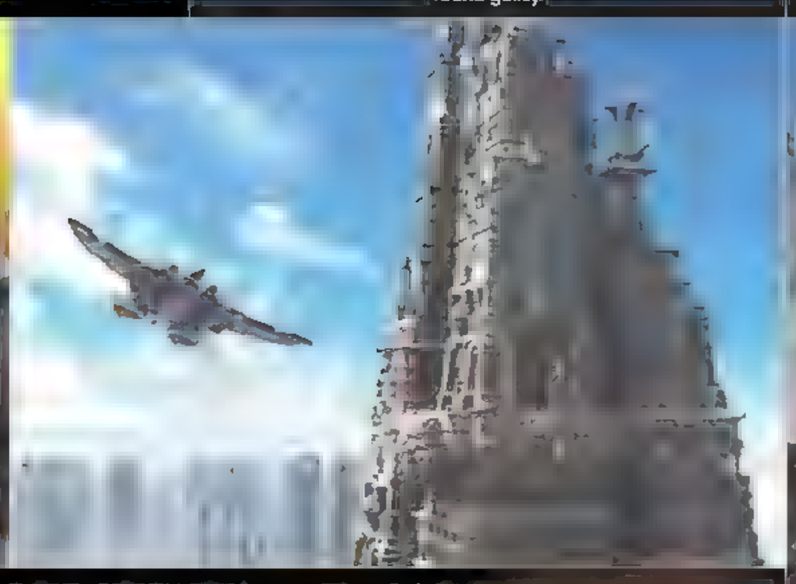


FINAL FANTASY XII
STORY











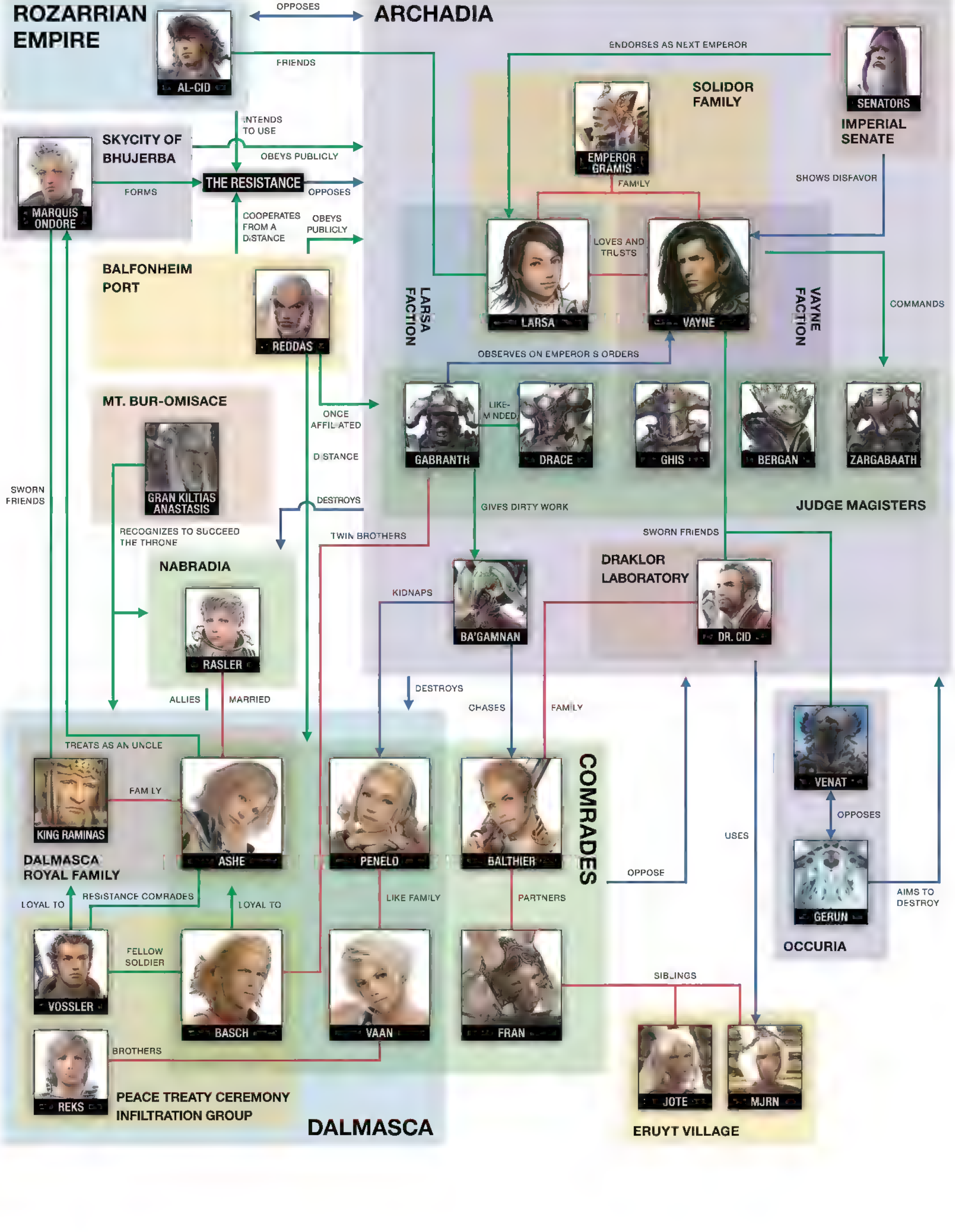


Ivalice, a world replete with the magic power known as Mist. Magic occurs naturally here and allows for airships to fly through the sky. The world is embroiled in a war between two militarized nations: the Archadian Empire to the east and the Rozarrian Empire to the west. Little by little, smaller countries are being absorbed by these dueling powers as they vie to expand their spheres of influence. In year 704 of the Old Valendian Calendar, the Kingdom of Dalmasca—ruled by the descendant of the dynast-king who once unified all of Ivalice—was invaded and destroyed by the armies of Archadia.

Two years have passed since that campaign. When Vaan, a Dalmascan boy, happens to meet Princess Ashe, it sets them on a quest to restore their homeland and exact revenge on the empire. The fellow travelers they meet on their adventure allow Vaan and Ashe to rediscover the destinies they had lost sight of due to the tragedies in their pasts. Facing the past and remembering to honor those that were lost, the two come to embrace these trials in their march toward tomorrow. Their journey marks the first steps of a new history for Ivalice.


FINAL FANTASY XII

CHARACTERS


ROZARRIAN EMPIRE
OPPOSES
ARCHADIA
AL-CID
FRIENDS
ENDORSES AS NEXT EMPEROR
SENATORS
IMPERIAL SENATE
SOLIDOR FAMILY
EMPEROR GRAMIS
FAMILY
SHOWS DISFAVOR
INTENDS TO USE
OBEYS PUBLICLY
SKYCITY OF BHUJERBA
MARQUIS ONDORE
FORMS
THE RESISTANCE
OPPOSES
COOPERATES FROM A DISTANCE
OBEYS PUBLICLY
BALFONHEIM PORT
REDDAS
LARSA FACTION
LARSA
LOVES AND TRUSTS
VAYNE
VAYNE FACTION
COMMANDS
OBSERVES ON EMPEROR S ORDERS
MT. BUR-OMISACE
ONCE AFFILIATED
DISTANCE
GABRANTH
LIKE-MINDED
DRACE
GHIS
BERGAN
ZARGABAATH
JUDGE MAGISTERS
SWORN FRIENDS
GRAN KILTIAS ANASTASIS
DESTROYS
GIVES DIRTY WORK
RECOGNIZES TO SUCCEED THE THRONE
TWIN BROTHERS
SWORN FRIENDS
NABRADIA
DRAKLOR LABORATORY
KIDNAPS
BA'GAMNAN
DR. CID
RASLER
ALLIES
MARRIED
DESTROYS
CHASES
FAMILY
TREATS AS AN UNCLE
KING RAMINAS
FAMILY
ASHE
PENELO
BALTHIER
COMRADES
VENAT
OPPOSES
USES
OPPOSE
GERUN
AIMS TO DESTROY
DALMASCA ROYAL FAMILY
LOYAL TO
RESISTANCE COMRADES
LOYAL TO
LIKE FAMILY
PARTNERS
OCCURIA
VOSSLER
FELLOW SOLDIER
BASCH
VAAN
FRAN
SIBLINGS
BROTHERS
JOTE
MJRN
REKS
PEACE TREATY CEREMONY INFILTRATION GROUP
DALMASCA
ERUYT VILLAGE

Vaan

An outgoing, good-natured boy who dreams of freedom and the life of a sky pirate.

ヴァン [Van]

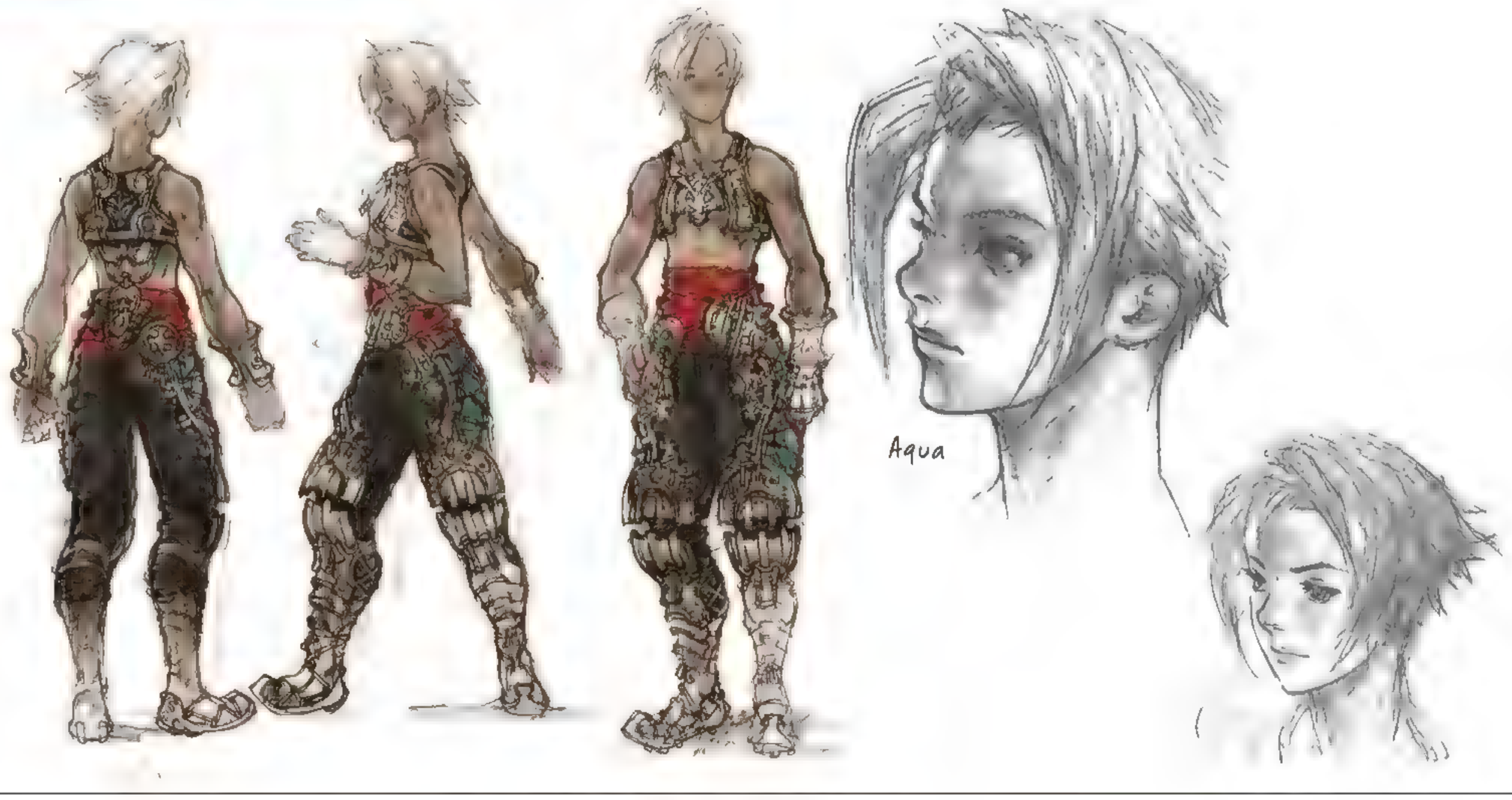
The leader of the orphans that live in the royal city of Rabanastre, capital of the ruined kingdom of Dalmasca. This boy seems cheerful and carefree, but he is haunted by his brother's having been branded a traitor before his sudden death two years ago. "I'm gonna take back what belongs to Dalmasca . . ." With bitter contempt for the empire that conquered his homeland, Vaan sneaks into the imperial palace just like one of the sky pirates he so admires. There, he meets both the princess Ashe and the sky pirate Balthier, embarking with them on a journey of adventure and personal growth.

Personal Data

[redacted]	Hume
[redacted]	Male
[redacted]	17
[redacted]	Dalmasca
[redacted]	170 cm
[redacted]	Blue gray
[redacted]	Kouhei Takeda (Japanese)/ Bobby Edner (English)



Full-Body Image and Face Illustration



Memorable **Quotes**



"One of these days, I'll fly an airship of my own. I'll be a sky pirate, free to go where I will."

—In the royal city of Rabanastre, admiring an airship overhead.

Disdain for the empire that rules his homeland . . . anger over the current state of affairs . . . frustration about his own powerlessness. Without an outlet for these feelings, Vaan can only look to the open skies and dream. His ambition seems like a pipe dream at the start of the tale but has become a reality by the end of his adventure.

"How old were you again?"

—In Eruyt Village, asking a tactlessly blunt question.

Not only is Vaan bad at reading the room—he is woefully inexperienced in the hearts of women. Asking someone like Fran her age appalls the other members of the party, but Vaan's cluelessness sometimes works in his favor.

"I can't help my brother now. My brother's gone. He's dead!"

—At the Pharos, when Gabranth goads him to remember the dead and take his revenge.

Vaan loses himself in his rage at the knowledge that Gabranth is the one who should be punished for Reks's death. Yet vengeance still won't bring back his brother. He reaches this conclusion after his long journey with Ashe, someone else who lost a person very dear to them.



CG Image

Vaan walks amid the hustle and bustle of Rabanastre's streets with a cheerful expression. The starfruit in his hand is a suitable symbol of Dalmasca, a land of everlasting summer.



A Timeless Treasure

Vaan sneaks inside the royal palace's treasure room, hoping to strike a blow against the empire, but in doing so he stumbles across a strange stone. This is the Dusk Shard: a piece of nethicite used long ago by King Raithwall to take command of Ivalice.

Jump Down!

While escaping through the underground waterway alongside Balthier and Fran, Vaan discovers a lone woman fighting the imperial guards. He tells her to jump into the waterway with them, and Amalia—later revealed to be the princess Ashe—joins the party.





Finding His Path

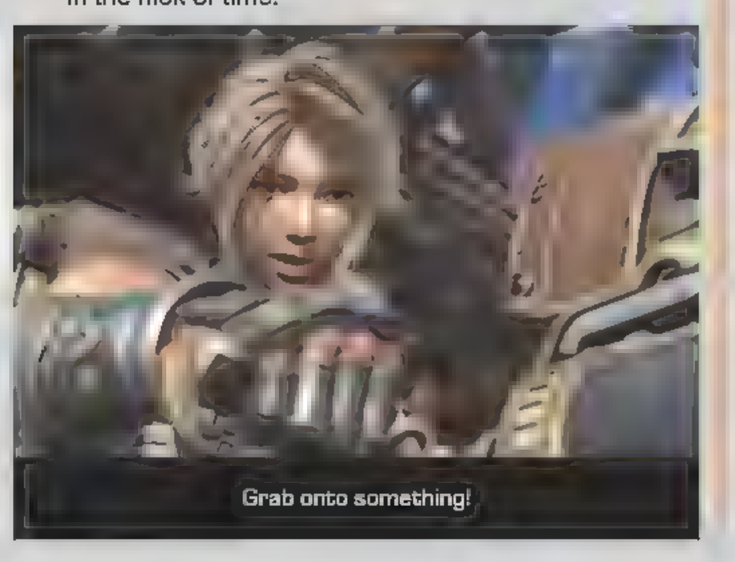
Vaan realizes that he and Ashe are both chasing the ghosts of their departed loved ones. He speaks with her at the Garif village of Jahara, expressing a new resolve. He hopes to discover his true purpose and forget the pain of his brother's demise . . .

Memorable **Scenes**



Anchors Aweigh!

During the final battle, Balthier entrusts his airship *Strahl* to Vaan's care. Vaan steers the airship just as the sky pirate taught him, escaping the sky fortress *Bahamut* in the nick of time.



Ashe

Princess of a collapsed kingdom,
torn between peace and revenge.

アーシェ [Āshe]

▶ *Ashe B'nargin Dalmasca (Amalia)* アーシェ・バナルガン・ダルマスカ（アマリア）



Personal Data

	Hume
	Female
	19
	Dalmasca
	165 cm
	Gray
	Mie Sonozaki (Japanese)/ Kari Wahlgren (English)

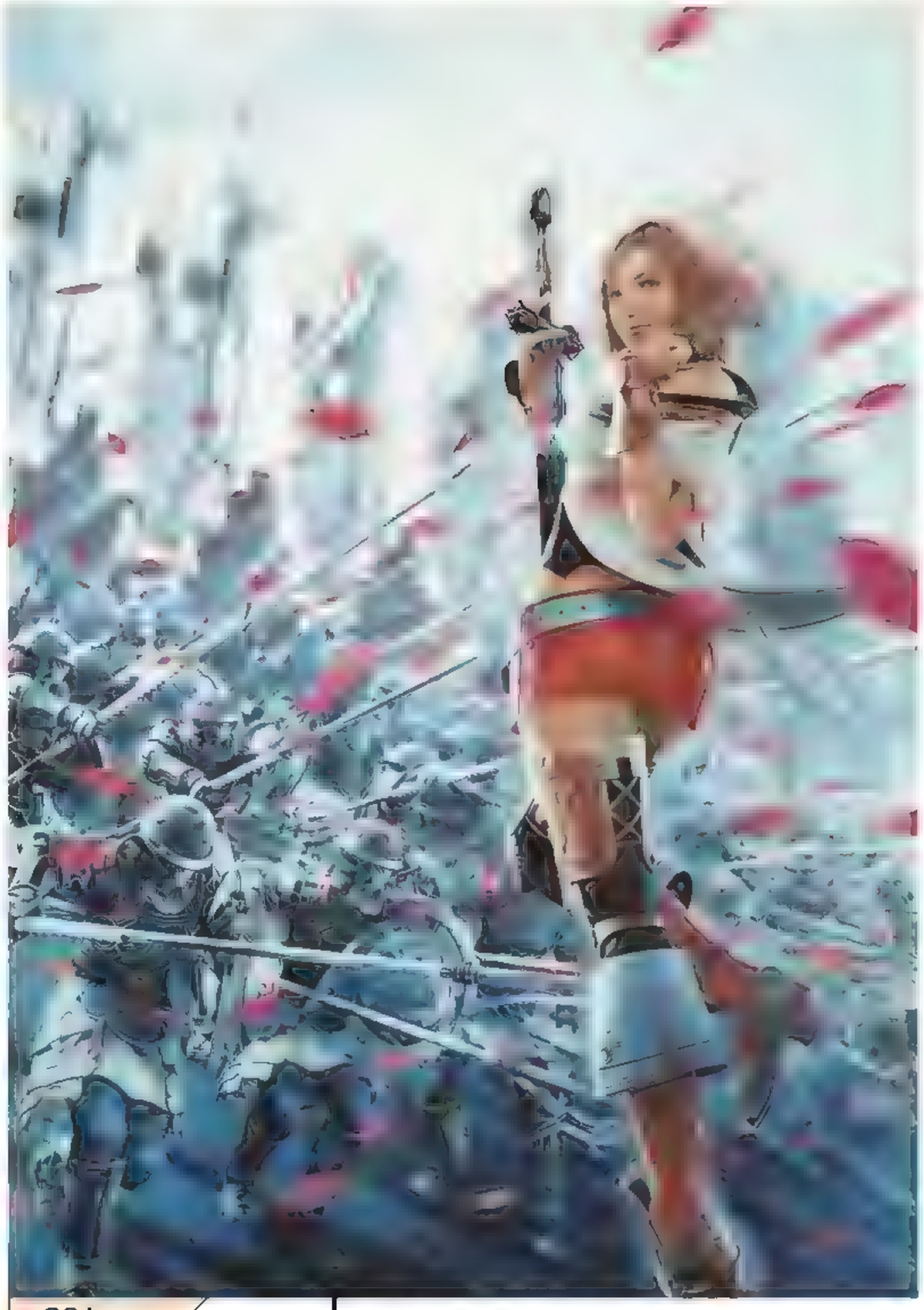
The princess of the ruined nation of Dalmasca and the sole heir to its throne. Ashe is strong willed and quick to action, but her pride and inflexibility sometimes get in her way. Two years ago, she lost her new husband, Prince Rasler, during the war. Official announcements claimed the princess committed suicide in her grief, but in truth she went underground to found the Resistance in the city of Rabanastre. Ashe yearned to retake her homeland and avenge the fallen, but traveling with Vaan and company gradually shifts her motivations.

CG Rough Sketch





▸ Full-Body Images



▸ CG Image

Ashe faces the viewer wearing a gallant expression as soldiers take up their positions in the background. Ashe is seen here in her role as the leader of the anti-imperial movement.

Memorable **Quotes**

▸ ASHE



"Dalmasca does not forget kindness nor ill deed done. With sword in hand she aids her allies. Sword in hand, she lays to rest her foes. This nethicite I hold must be my sword. I will avenge those who have died."

—In Rabanastre, informing her comrades that she has obtained the Dawn Shard nethicite.

Ashe realizes the dreadful power of nethicite while aboard the dreadnought *Leviathan* and redoubles her efforts to take revenge on the empire that conquered her homeland and killed her beloved. She believes this duty has been bestowed upon her by the dead themselves but comes to realize she is just a woman stuck in the past.

"Then steal me, is that too much to ask?"

—Aboard the airship *Strahl*, asking Balthier to take her away from Marquis Ondore's estate.

Hating the thought of being stuck at Ondore's place, the princess tries to steal Balthier's airship. When her attempt is discovered, she asks the pirate to kidnap her instead. Balthier's reputation as a sky pirate leads Ashe to insist that he steal her—but in the end it's her heart that is stolen . . .

"A new day has dawned. We are free!"

—During the finale, proclaiming an end to the war between the imperial forces and the Resistance.

Ashe defeats the warmonger Vayne, frees Dalmasca, and puts an end to the long, drawn-out conflict. It is the start of a new era, one free of the Occuria like Vayne always wanted. It is also an end to the princess's personal freedom.

"It's hard to leave the past behind. I know."

—At Phon Coast, after Balthier's words remind her of her late husband.

Ashe is bolstered by her happy memories of the deceased yet still haunted by the past. She looks back fondly on her days with Rasler, while also wondering if it might make her happier to cut all ties with the past instead.

"I'm trying to concentrate!"

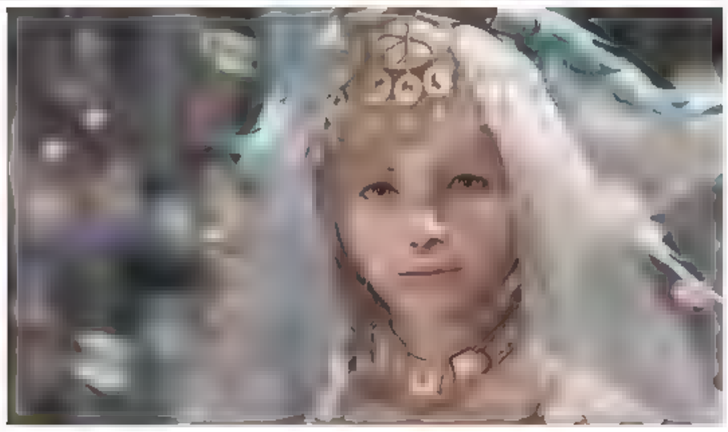
—Aboard the airship *Strahl*, firing back at Vaan.

Ashe maintains an air of royal pride despite the enemy's occupation of her country. In her first meeting with Vaan she reacts harshly to the impudence of a commoner, but over time the two come to understand each other, and Ashe's tone toward the aspiring sky pirate grows gentler.



Wedding Garments Design

These clothes were worn by Ashe in the opening sequence, during her wedding to Rasler. The design reflects majesty worthy of a royal wedding, complemented with a lightness and sense of freedom reminiscent of the Dalmascan kingdom.



Mourning Garment Design



A mourning dress lavishly adorned with black lace, worn by Ashe in the opening cutscenes. The dress reflects the widow's sorrow at losing her husband during the battle at Nalbina Fortress.

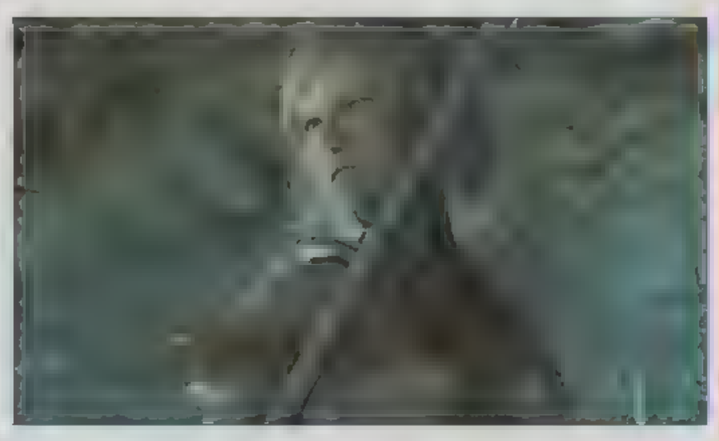


Memorable Scenes



A Fleeting Moment of Marital Bliss

Ashe married Rasler, the second prince of the neighboring kingdom Nabradia. Their happy union was blessed by the people, but the invasion of the Archadian Empire separated the couple forever.



Who Would Be Next?

Leading the Resistance under the alias of Amalia, Ashe plans a failed revolt by attacking Vayne during his inauguration feast. Most of her comrades are lost, but she continues the fight on her own as imperial forces pursue her into the waterways.

The Shade of Her Beloved

Ashe goes to the Tomb of Raithwall to obtain proof of her royal lineage. Bypassing a myriad of traps, Ashe arrives in the dynast-king's treasure chamber to find the Dawn Shard. But as she reaches for the nethicite, she beholds a vision of her late husband, Rasler . . .





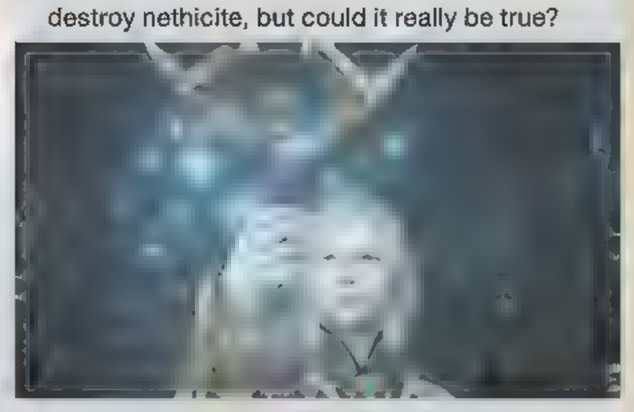
The Road to Peace

Ashe vows revenge against the empire and heads to Jahara village, where Larsa, the fourth prince of Archadia, asks for her aid in preventing an imminent war. With this encounter, Ashe's fixation on vengeance begins to waver . . .



Seeking the Sword of Kings

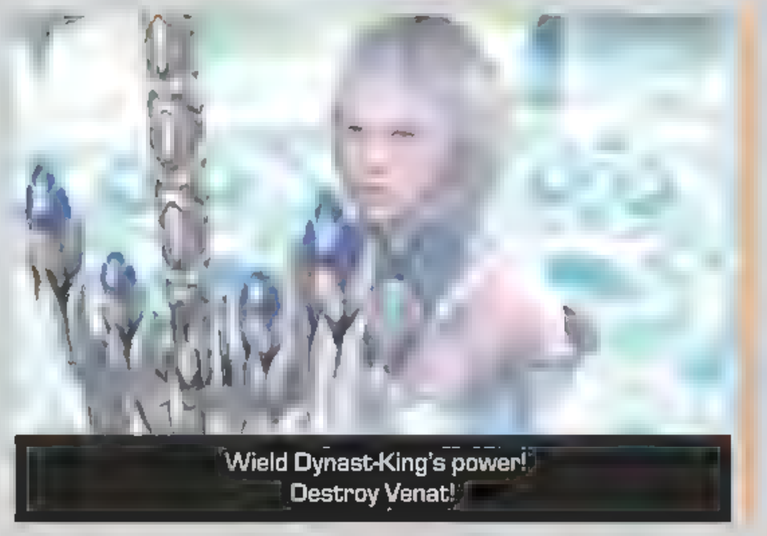
After Vayne gained control of the empire's power, a great war loomed on the horizon. Seeking greater power, Ashe visits the Stilshrine of Miriam at the suggestion of Gran Kiltias Anastasis. It is said that the sword left by the dynast-king has the power to destroy nethicite, but could it really be true?





Playing Their Roles . . . Memories of Bygone Days

Ashe was protected by her husband, Rasler, but she also protected him in return. Their marriage of convenience didn't last long, but in that time they forged a true bond of love and respect.



The Occurian Encounter

A race known as the Occuria have shaped the history of Ivalice. In the legendary city of Giruvegan, these self-proclaimed gods await the arrival of Ashe. They bestow a single blade upon the confused princess, urging her to exact revenge on the empire and become the savior of her people.

Please, Balthier. Come Back.

Balthier stays behind in the engine room of the sky fortress *Bahamut*, determined to stop it from crashing even if it costs him his life. The sky pirate has become someone special to the princess. Confronted with the reality of his imminent doom, Ashe lets her true feelings bubble to the surface . . .



Cutting Ties with Times Past

Standing before the Sun-Cryst, the source of all nethicite, Ashe resolves to shatter it and reject the path that bound her fate to the stone. Ashe has come to realize the truth: none of the departed would have wanted her to take revenge as the savior charged by the Occuria, nor would this role have the power to bring them back.



Basch

Pursuing his dreams for the sake of the people,
a man branded with the stigma of a traitor.

バッシュ [Basshu]

▶ *Basch fon Ronsenburg* バッシュ・フォン・ローゼンバーグ



Personal Data

	Hume
Gender	Male
Age	36
	Republic of Landis
	180 cm
	Blue gray
	Rikiya Koyama (Japanese)/ Keith Ferguson (English)

A former general of Dalmasca who was once held in high esteem by the people and trusted by the king. Basch's original home was the Republic of Landis, before its destruction at the hands of Archadia. Judge Gabranth of the Archadian Empire is his twin brother. Two years ago, his brother's machinations left Basch framed as a king slayer and imprisoned in Nalbina Fortress. When Vaan and others are cast into the same prison as thieves, Basch joins in their escape and is soon thrown into a struggle for freedom —— for his people and for Princess Ashe.

Full-Body Image (Initial Design)

Memorable **Quotes**

BASCH



"Good, Vaan, you've come to understand the difficulties of serving royalty."

—Jokingly contributing to Vaan and Penelo's conversation about Ashe and Larsen.

Basch may seem to be a stalwart, loyal retainer, but he sometimes shows a playful side to Vaan and his friends.

"Not me then. Believe in your brother."

—At Barheim Passage, telling Vaan the truth behind Reks's death.

Basch was falsely accused of killing Dalmasca's king and getting Reks wrapped up in the plot. Putting aside his desire for redemption, Basch insists that Reks was not complicit in the assassination. Experiencing this gentle sincerity, Vaan cannot help but open up to the man he formerly reviled.

"If I could protect but one person from war's horror . . . then I would bear any shame. I would bear it proudly. I could not defend my home. What is shame to me?"

—On the Ozmone Plain, voicing his opinion to Ashe when she hesitates at the thought of making peace with the empire.

Putting the safety of the people above all else, Basch advises Ashe to pursue peace over revenge. His state of mind reflects a bitter experience from nineteen years ago, when his homeland of Landis was lost.



▶ CG Image

These clothes are the same ones he wears during his travels with the party, but this scene portrays Basch as the brave general who earned fame in the Dalmascan military.



Defeat at Nalbina

Basch set out for Nalbina Fortress accompanied by the Nabradian prince Rasler. While Basch sought to combat the imperial forces in his role as a general of Dalmasca, Rasler hoped to avenge his father, the king. Not only are Basch's efforts in vain, but his defeat is compounded by his failure to protect Rasler.

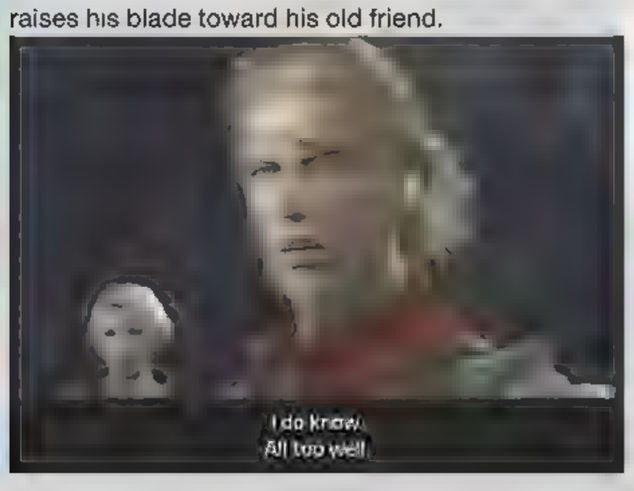
The Fallen General

Though Basch's execution for regicide was announced to the public, in truth he was placed in solitary confinement on Vayne's orders. There he endured barbs of hatred from his twin brother, Gabranth, until the day he encountered the young thief Vaan.



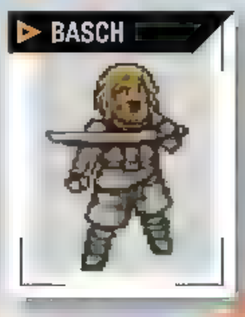
Confronting a Comrade

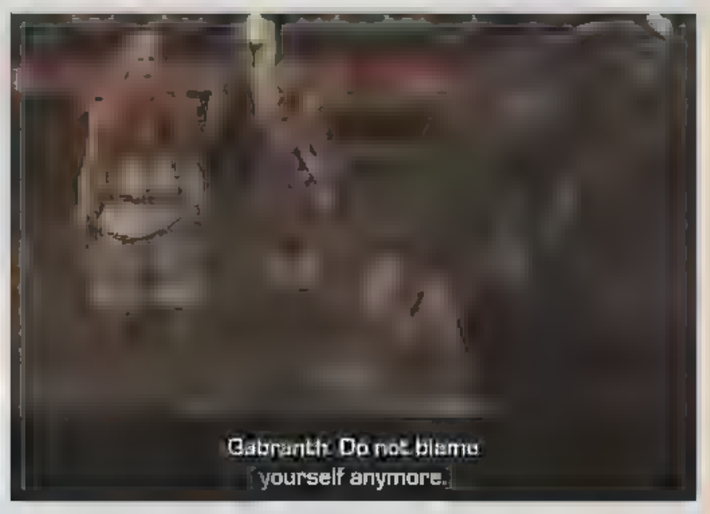
Vossler, a former Dalmascan captain, gives up his fight against the empire and urges Ashe's group to follow suit. He attempts to block their path for the good of Dalmasca, but Basch has a duty to fulfill and silently raises his blade toward his old friend.



Memorable **Scenes**

BASCH





Fraternal Duty

Noah, a.k.a. Judge Gabranth, loathed his twin brother as a traitor and ignored his own hatred for the empire. In the end, his actions lead to the loss of his position in the empire's ranks. His feelings no longer have a focus, leading his older brother Basch to deal with them directly.

Penelo

The considerate and kind girl
who has watched over Vaan since childhood.

パンネロ [Pannero]

Personal Data

[redacted]	Hume
[redacted]	Female
[redacted]	16
[redacted]	Dalmasca
[redacted]	160 cm
[redacted]	Honey brown
[redacted]	Marina Kozawa (Japanese)/ Catherine Taber (English)



Full-Body Image (Initial Design)



The optimistic and courageous childhood friend of Vaan. After she lost her relatives two years ago during the war, Penelo and Vaan rounded up the orphans in Lowtown and started working for Migelo, a shopkeeper who took them in. When Vaan is caught sneaking into the palace, Penelo is abducted by the bounty hunter Ba'Gamnan. After many twists and turns, Penelo is reunited with her best friend. She decides to join Vaan on his journey and remain by his side, where she watches over his growth with faithfulness and friendship.

Memorable **Quotes**



"I'd always thought of it as a sort of good-luck charm."

—In Henne Mines, when Larsa expresses regret about handing dangerous manufacted nethicite over to her.

The manufacted netnicite Larsa gave to Penelo as a charm hides a dangerous power. Larsa later regrets the thoughtlessness of his actions in light of the true nature of the charm. Yet Penelo reassures him it was the right thing to do, since it protected her and the others from even greater danger aboard the dreadnought *Leviathan*. Her words show just how thoughtful Penelo can be.

"Don't leave me here."

—In Bhujerba, proclaiming her intent to join Vaan and Ashe.

Vaan is like family to Penelo. In her eyes, the scariest thing in the world is the thought of being separated from him. Vaan's capture inside the palace sends the aspiring dancer to the brink of despair. After the two are reunited she forces her way into the party and vows to never leave his side again.

"But you know, no matter how hard we try, we can't change the past. There's nothing that can bring them back. Still, when I close my eyes . . . I can see them so clearly."

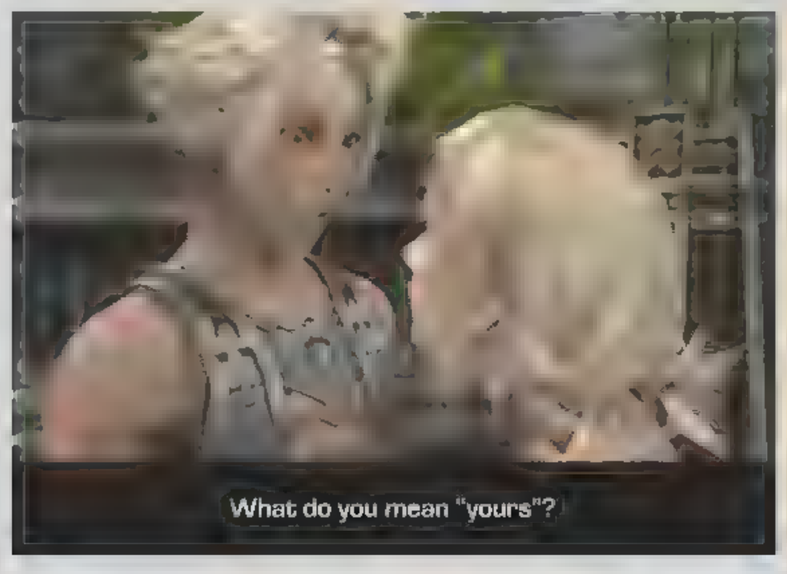
—At the Pharos, gazing at Ashe's back as she thinks about revenge.

Penelo is strong minded and positive, despite the loss of her parents and her two older brothers. You cannot change the past; the dead cannot return . . . Penelo understands that truth more than most, which puts her ahead of the likes of Vaan and Ashe.



▸ CG Image

Penelo dreams of becoming a dancer. Early in development she was to perform in the Garif village of Jahara. This image is based on that unproduced scene.

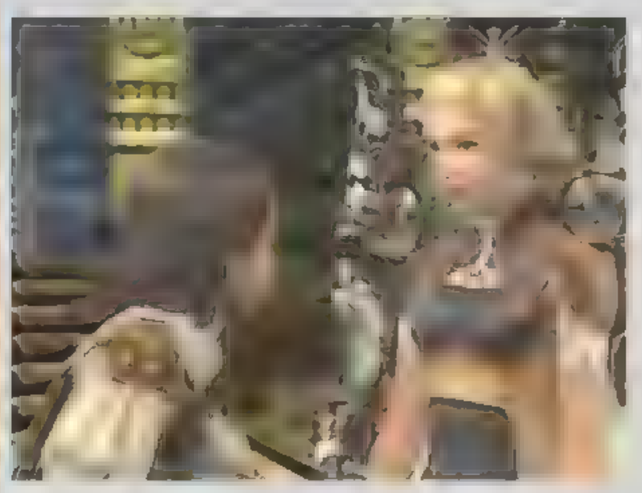


You've Been Stealing Again!

Penelo does her best to earn an honest day's wages, but Vaan steals from the imperial troops and puts himself in danger. She scowls at his amoral behavior, scolding Vaan for his own good.

A Princely Protector

Penelo is mistaken for one of Balthier's associates, which leads to her kidnapping at the hands of Ba'Gamnan—a Bangaa bounty hunter who loathes the sky pirate. She tries to flee but ends up in the hands of the imperials, specifically the Archadian prince Larsa.



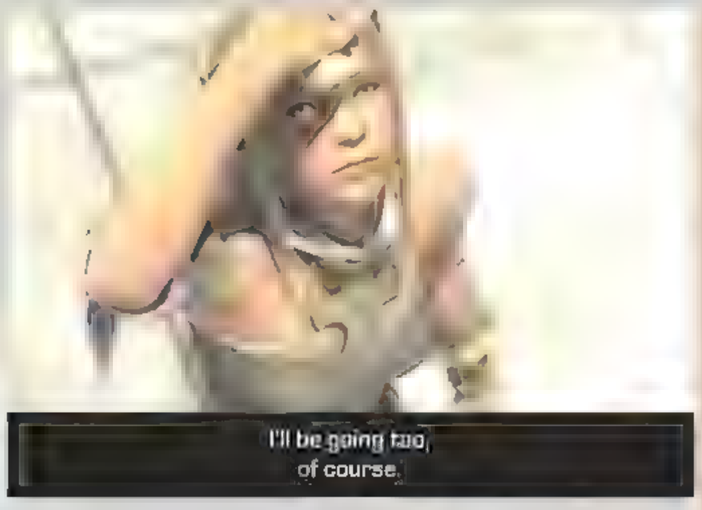


Memorable **Scenes**



To Find Her Friend

Vaan's journey does away with his youthful impatience. As he matures, he maintains his consideration for others regardless of their social status. Penelo sees this for herself in the imperial city of Archades and voices her joy at the change in her childhood friend.



Taking on the Empire

One year after the end of the war, Dalmasca is restored and Ashe awaits the ceremony that will crown her as queen. A letter makes its way to Vaan and Penelo from Balthier, whose whereabouts have heretofore remained a mystery. With Balthier's invitation in hand, the two take to the skies.

Balthier

Sky pirate racing through the heavens to escape the fetters of his past.

バルフレア [Barufurea]

Ffamran mied Bunansa ファムラン・ミド・ブナンザ



Personal Data

[redacted]	Hume
Gende	Male
Age	22
Hometow	Archadia
Height	183 cm
[redacted]	Hazel green
[redacted]	Hiroaki Hirata (Japanese)/ Gideon Emery (English)

A chivalrous thief who commands the fastest airship in Ivalice, the *Strahl*. He was once an Archadian judge, one of the guardians of law and order within the empire. But conflict with his father, Cid, led him to abandon his country to live a life of freedom as a sky pirate. Balthier sneaks into the royal palace to get his hands on treasure but gets wrapped up in the affairs of Vaan and Ashe and ultimately joins their party. On their journey, Balthier learns how his father pulled the strings behind the nation's militarization and sets out to expose his schemes.

Full-Body Image and Face Illustration



Memorable **Quotes**

BALTHIER



"All that running, and I got nowhere. It's time to end this—cut my ties to the past."

—At the Phon Coast, revealing his station in life to Ashe.

Balthier abandoned duty, father, and homeland in his pursuit of freedom, but all his running ultimately solved nothing. Facing the past is the only way to sever ties with it . . . After realizing this, the sky pirate speaks these words to Ashe to demonstrate his resolve. His decision is made while trying to aid a princess bound by her own past.

"If something untoward should happen to me, you're taking the *Strahl*."

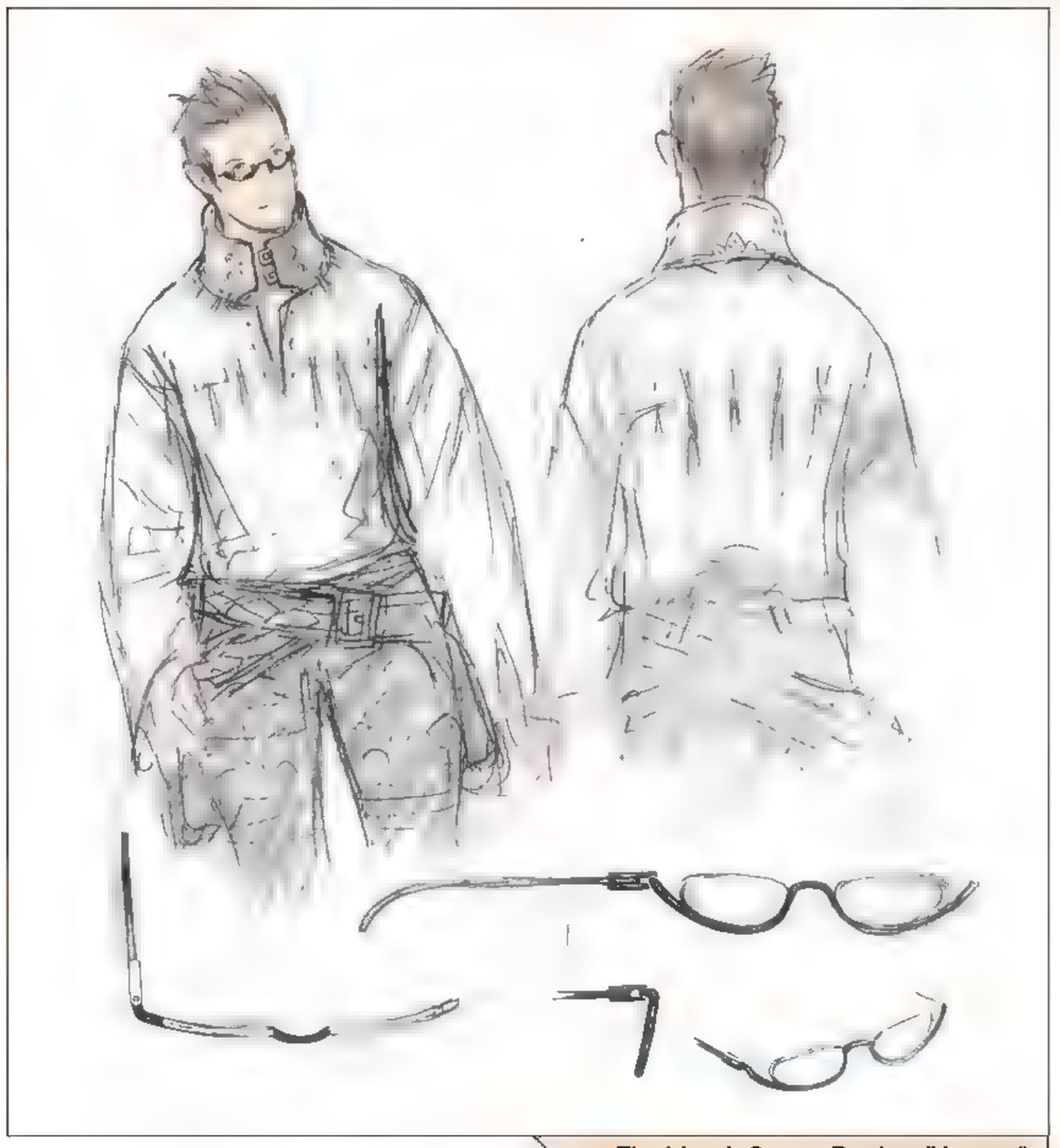
—At the Ridorana Cataract, giving instructions to Vaan before entering the lighthouse.

Vaan admires the life of a sky pirate, and Balthier views him almost as a little brother. Anticipating a battle that will kill him or his father, Balthier leaves his beloved airship in the care of Vaan as a contingency—an act that proves the depths of his trust.

"Believe what you want to. Whatever it takes to make you happy. What's done is done."

—In the Barheim Passage, when Vaan gets mad at Basch for claiming to know his late brother's feelings.

Like Vaan and Ashe, Balthier has a past that conceals a great deal of pain. Though his words may seem detached, they offer hints of the conflict felt by a man burdened by a past that cannot be undone.

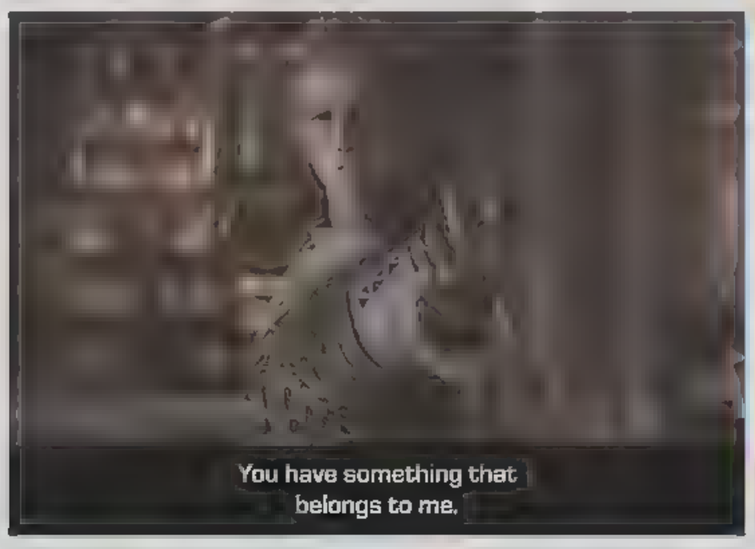


Flashback Scene Design (Unused)

"I play the leading man, who else?"

—At the royal palace, introducing himself to Vaan.

At the start of the tale, Balthier refers to himself as the protagonist of his story and frequently calls himself the "leading man." These words reveal Balthier's desire for the spotlight and seemingly threaten Vaan's role as the protagonist of *Final Fantasy XII*.



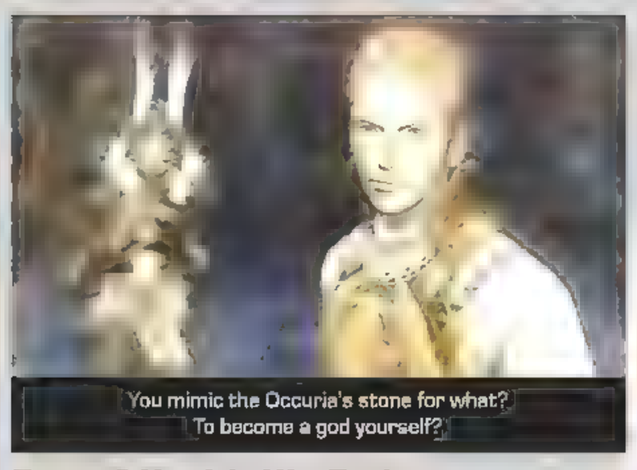
The Leading Man Appears

Balthier shows up inside the treasury of the royal palace of Rabanastre alongside his partner, Fran. He boasts that he is the "leading man" of this story and tries to snatch the nethicite that Vaan has stumbled upon, though neither is aware of its true nature.

Compelling Collateral

Bent on revenge, Ashe implores Balthier and the others to join her in her quest to discover how to wield her nethicite. As payment, Balthier asks for the symbol of Ashe's ties to the past—her wedding ring.





Face-Off with His Father

Balthier's father, Dr. Cid, absorbs the power of manufacted nethicite and uses the Sun-Cryst to bolster the strength of the imperial forces. Having broken free from the yoke placed upon him by his father years ago, Balthier now decides to face his past once and for all.

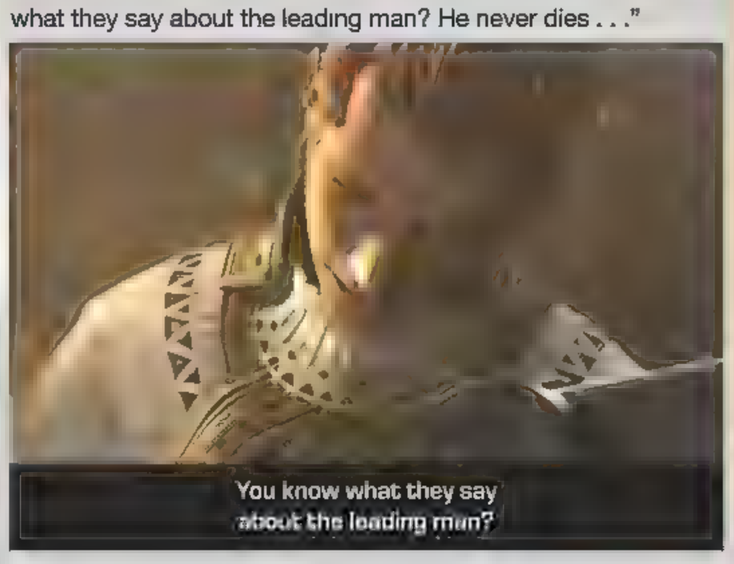
Memorable **Scenes**

BALTHIER



You Know What They Say . . .

After Vayne's defeat, sky fortress *Bahamut* loses power and threatens to crash into the city of Rabanastre. To prevent the tragedy, Balthier and Fran remain behind in the fortress to repair its engine. Balthier leaves his friends with these parting words: "You know what they say about the leading man? He never dies . . ."



Fran

フラン [Furan]

Balthier's beautiful partner
who abandoned the forests for the skies.

A graceful member of the Viera, a race of leporine forest dwellers who are sensitive to the flow of the Mist that is Ivalice's source of magic. Unlike her kin, Fran showed interest in the races of the outside world. After bidding farewell to her sisters and the rest of her kind, she set out from the Wood and entered Hume society. Fran shares a deep bond with her sky pirate partner, Balthier, and joins Ashe's party in order to respect Balthier's wishes. Cool and taciturn, Fran uses her knowledge and experience to support her comrades, albeit with a streak of indifference.

Personal Data

Race	Viera
Gender	Female
Age	Unknown
	Eruyt Village
	187 cm (216 cm including ears)
	Red brown
	Rica Fukami (Japanese)/ Nicole Fantl (English)



Full-Body Image and Face Illustration



Memorable **Quotes**



"The Viera may begin as part of the Wood, but it is not the only end that we may choose."

—In Eruyt Village, speaking to Jote, who acts as the village leader.

Fifty years ago, Fran spoke these same words to her xenophobic brethren before leaving her forest home. This is the reason for the cold reception she receives from her sister and former comrades upon her return. Fran does not regret her decision, however, and reiterates her sentiment once again.

"You are ill at ease. The nethicite troubles you? You've let your eyes betray your heart."

—In Golmore Jungle, picking up on Balthier's impatience when he feigns a calm demeanor.

Fran senses Balthier's unease about the affair with the nethicite. She decides to return to her home and in the hope of expediting their journey. One can sense the depth of their long-established bond, as well as the maturity that sharpens Fran's intuition.

"Hadn't you best be off? That's what a sky pirate does. You fly, don't you?"

—At the Pharos, speaking with Balthier as she suffers from the effects of the rampaging power of the Sun-Cryst.

Fran hopes to send Balthier far away from the danger posed by the Sun-Cryst, and her words reflect the sentiment expressed by Balthier's now-deceased father. This encouragement can only come from someone who truly understands Balthier, affirming the sense of self that he obtained by flying from both his father and his past.



▸ CG Image

An image of Fran together with her partner, Balthier. Their casual lounging posture set against a turbulent sky reflects how much faith they place in each other.



Hoverbike Havoc

As Fran and Balthier try to steal Vaan's new treasure inside the royal palace treasury, a fight breaks out between the Resistance and imperial forces. They try to escape on a hoverbike, but Vaan's treasure—the nethicite—causes the vehicle to crash.

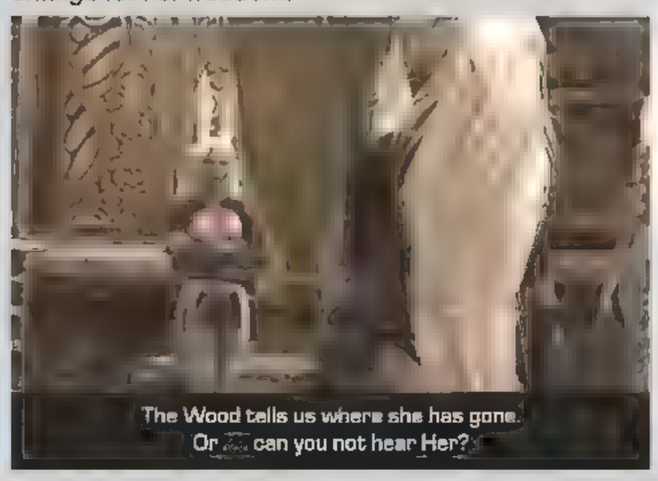
The Mist Burns!

As a member of the Viera, Fran possesses a high sensitivity to Mist. When she comes into contact with the dense Mist emitted by the Dawn Shard, Fran loses all reason and goes on a rampage inside the dreadnought *Leviathan*.

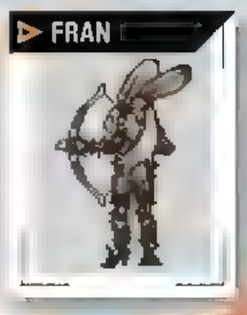


Fifty-Year Reunion

Seeking a way to open the closed path that lies before them, the party travel to Fran's home of Eruyt Village. She reveals she has lost the ability to hear the Wood, finally realizing what she gave up in exchange for her freedom.



Memorable **Scenes**





Poking Fun amid the Flames

When she and Balthier set out to fix the engine of the sky fortress *Bahamut*, Fran is struck and injured by falling debris. While Balthier looks after her, the Viera hears Ashe's voice over the radio. Noting the affection in her words, Fran teases her partner about his popularity.

Vayne

The self-proclaimed villain who walks the path of military might as the "sword of House Solidor."

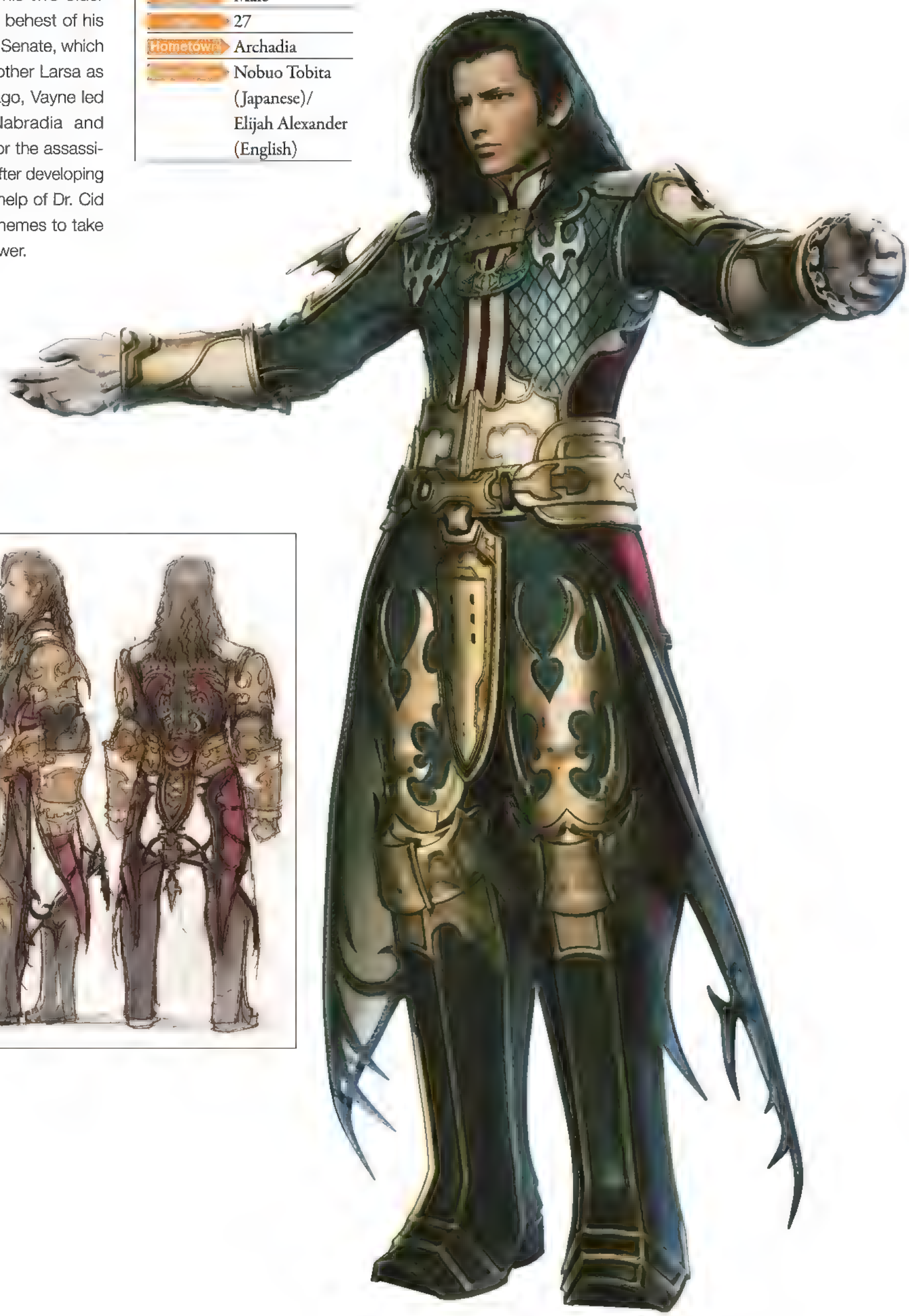
ヴェイン [Vein]

▶ *Vayne Carudas Solidor* ヴェイン・カルダス・ソリドール

The heir apparent to the throne of the Archadian Empire. The third son of the reigning Emperor Gramis, Vayne sent his two older brothers to their graves at the behest of his father. He opposes the Imperial Senate, which seeks to install his younger brother Larsa as the next emperor. Two years ago, Vayne led the imperial invasions of Nabradia and Dalmasca and framed Basch for the assassination of the Dalmascan king. After developing manufacted nethicite with the help of Dr. Cid and the Occurian Venat, he schemes to take over all of Ivalice through its power.

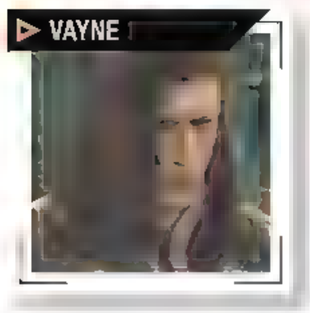
Personal Data

[redacted]	Hume
[redacted]	Male
[redacted]	27
Hometown	Archadia
[redacted]	Nobuo Tobita (Japanese)/ Elijah Alexander (English)



Full-Body Images

Memorable **Quotes**



"And if I am? You had best find the strength you need to correct me then."

—Aboard the sky fortress *Bahamut*, when Larsa claims his actions are mistaken.

Vayne schemes to unite all of Ivalice through force, disregarding the protests of his peace-loving brother, Larsa. The troubled prince truly believes in the adage of "might makes right." He wishes that his younger brother might grow into a man capable of bearing the burden of rule; hence his harsh choice of words.

"I will stand fast, I will endure your hatred, suffer your slings and arrows. I will defend Dalmasca! Here I will pay my debt!"

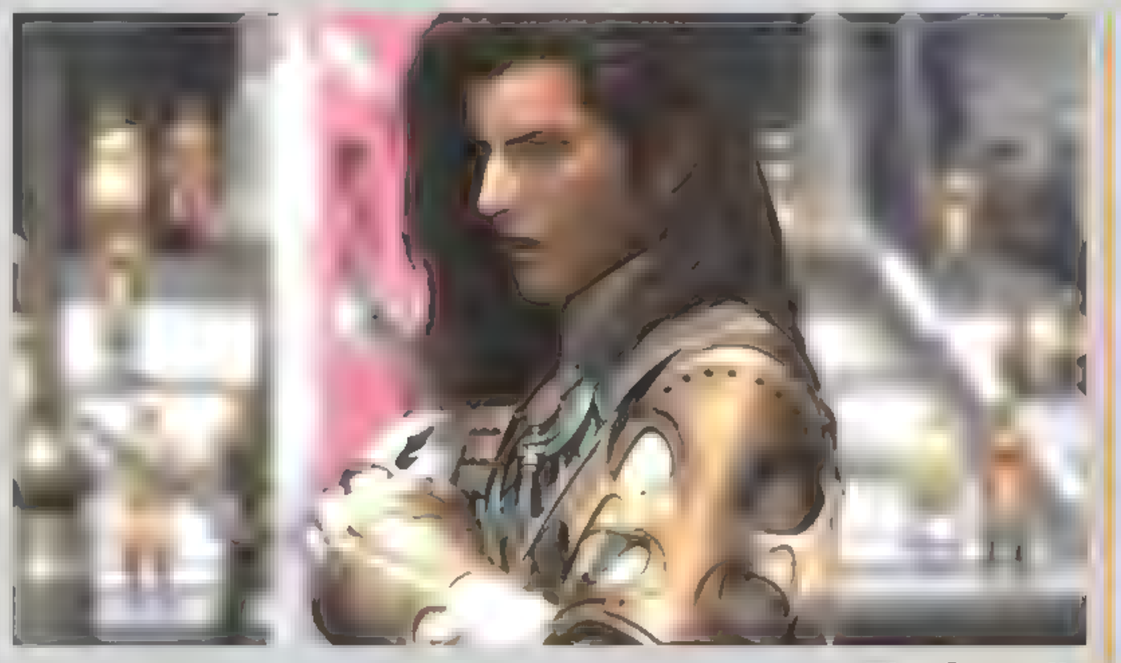
—At the royal palace, delivering a speech at the inauguration of the new consul.

Vayne is eloquent and charismatic, and he has an innate grasp of what makes people tick. In the city he personally subjugated, he acknowledges his role as invader. Vayne demonstrates as much to the people, calming on the spot the animosity swirling around the city.

"The sword of House Solidor cannot be left to rust in doubt. It was you, Excellency, who tempered that sword."

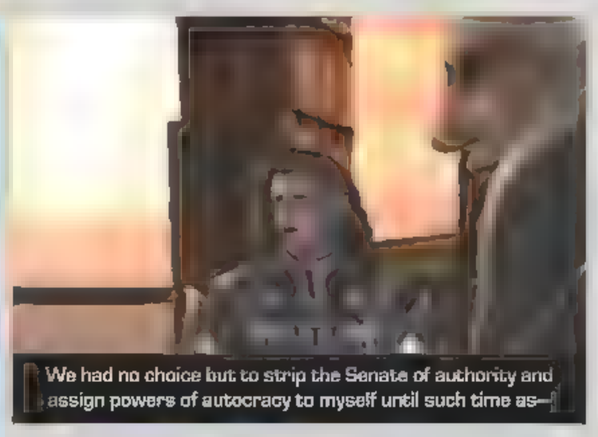
—At Archades, urging his father, Gramis, to commit suicide.

As a boy, Vayne was given the role of "sword of House Solidor" by his father, the emperor. He went so far as to kill his rebellious older brothers to maintain the prosperity of the family line. Vayne's devotion to cruelty was born from Emperor Gramis's ambition. He feels it's only natural to use his father's death as an excuse to dissolve the Imperial Senate. The blame he places on Emperor Gramis is easy to see.



The Consul's Commemorative Speech

Vayne delivers a rousing speech just after his installation as Rabanastre's new consul. "Together, let us embrace the peace His Majesty would surely desire . . ." These words leave a lasting impression on the audience, just as Vayne anticipated.



The Farcical Fallacy

Pushing his father into poisoning himself, Vayne pins the deed on the Imperial Senate. After the *Leviathan* fleet is wiped out, Vayne dissolves the power-hungry senatorial throng. He eliminates one more thorn in his side, Judge Drace, before consolidating the power of the empire in his sole grasp.



Together We Go, Venat



Despite wielding the power of manufacted nethicite against Ashe's party, Vayne suffers a fatal injury. Borrowing strength from the Occurian Venat, Vayne merges with it to become the creature known as the Undying. He challenges the heroes to one final battle to carve out a new history for mankind.

Memorable **Scenes**



► CG Image

Larsa sits in a room of the imperial palace, staring straight ahead with Vayne behind him. The image symbolizes their relationship: the younger brother seeking a forthright and noble path, while the older brother attempts to support him from behind the scenes.

Larsa (Larsa Ferrinas Solidor/Lamont)

ラーサー [Rāsā]



Personal Data

Race	Hume	Gender	Male
	12	Hometown	Archadia
	Yuka Imai (Japanese)/ Johnny McKeown (English)		

The youngest child of Archadia's sovereign, Emperor Gramis, Larsa possesses intelligence and political savvy well beyond his years, but sometimes he cannot distinguish his ideals from reality. He comes to grasp the true state of the world after meeting the heroes and seeks a path to peace even if it means defying his brother.

Full-Body Image and Face Illustration



Memorable Quotes

"This is our chance. We must see this through, and get to the bottom of it. I believe 'tis for the good of Dalmasca, and the good of the empire."

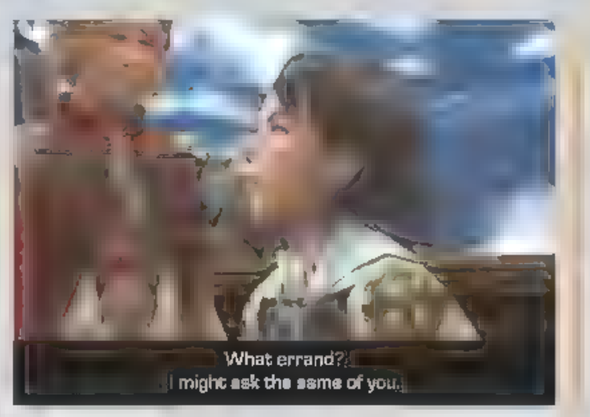
—On the dreadnought *Leviathan*, urging Ashe's group to escape.

"I have faith in her—faith in you both. On you, Gabranth, shall I wager all our fortunes."

—At the Archades imperial palace, entrusting Gabranth with determining Ashe's motivations.

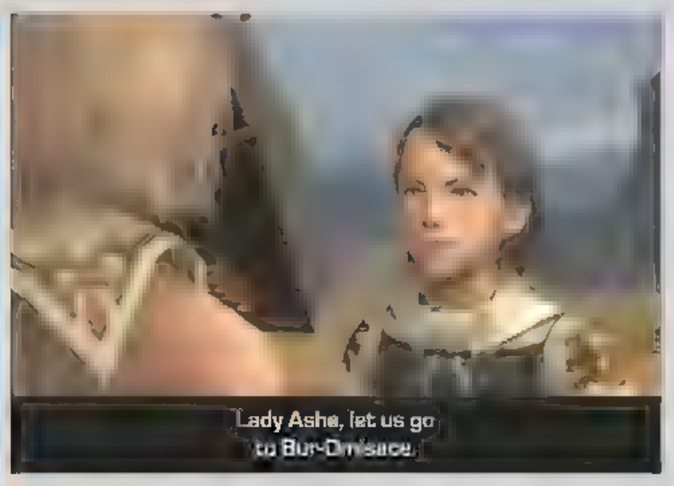
"No. No, Brother—I will not. Though I lack your power, I will still persist."

—Aboard the sky fortress *Bahamut*, turning his blade on his brother Vayne.



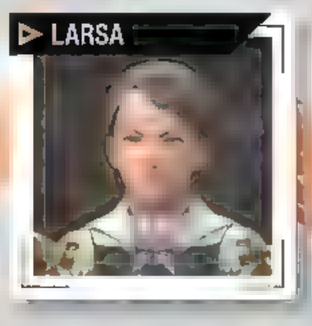
A Lad Named Lamont

Larsa sneaks off to Bhujerba, hoping to verify whether his brother is creating manufacted nethicite. He encounters Vaan's party as they are about to enter the same Lhusu Mines he intends to visit. The prince introduces himself using the pseudonym of Lamont.



A Call for Peace

Larsa learns of the Resistance formed by Marquis Ondore and attempts to forge a peace to avoid all-out war. He summons Ashe from Jahara in the hopes that she will accompany him to Mt. Bur-Omisace. There they will make an appeal for friendship between the empire and Dalmasca, with Gran Kiltias Anastasis as the mediator.



Memorable Scenes



Surpassing His Brother

To pursue peace, Larsa ultimately must fight his beloved brother Vayne. After achieving victory with the help of the heroes, he announces a cease-fire between the empire and the Resistance forces and takes his brother's place as commander of the imperial fleet.

Judge Gabranth (Noah fon Ronsenburg)

ジャッジ・ガブラス [Jajji Gaburasu]

Personal Data

[redacted] Hume	[redacted] Male
[redacted] 36	[redacted] Republic of Landis
[redacted] Akio Ōtsuka (Japanese)/Michael Rodgers (English)	

One of the judge magisters that control the judicial organs of the Archadian Empire and the trusted retainer of Emperor Gramis. While chasing down his twin brother, Basch, whom he loathes for his abandonment of family and homeland, Gabranth secretly monitors Vayne on the emperor's orders. After the death of Emperor Gramis, Gabranth pledges his life to protecting Larsa.



Memorable **Quotes**

"What can shame hope to keep safe? Your shield is shattered! Your oaths poison those you would protect!"

—At the Pharos, when his brother Basch steps in front of Ashe and vows to protect her.

"Even a stray has pride!"

—On the sky fortress *Bahamut*, landing a powerful blow on Vayne.



▸ Full-Body Image and Face Illustration

Memorable **Scene**

Oath to the Young Lord

At the Pharos, Gabranth betrays Larsa's trust and is stripped of his duties. In his despair, the former judge sets his sights on his hated brother, Basch. "Live, and reclaim your name . . ." Moved by his brother's words, Gabranth turns his blade on Vayne, protecting Larsa and everything the boy stands for. He is gravely injured in the subsequent battle and entrusts the protection of the young prince to his brother before passing away.





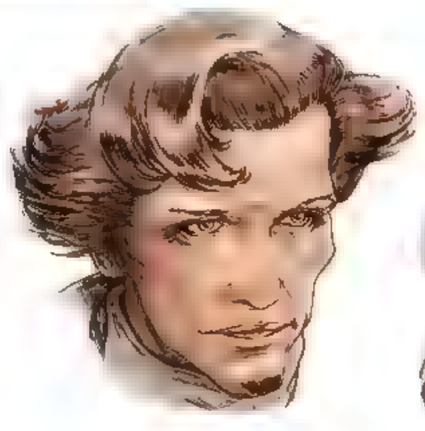
Judge Ghis

ジャッジ・ギース [Jajji Gīsu]

A judge magister who commands Archadia's Imperial Eighth Fleet. He specializes in dirty work and behind-the-scenes dealings. Even his attempt to steal the heroes' nethicite was not for the benefit of Vayne but to obtain the power for himself. Due to his rash actions, the stone's power runs amok and obliterates the entire Eighth Fleet.

Personal Data

[redacted] Hume	[redacted] Male
[redacted] 41	[redacted] Archadia
[redacted] Ryūsuke Ōbayashi (Japanese)/ Mark Wing-Davey (English)	



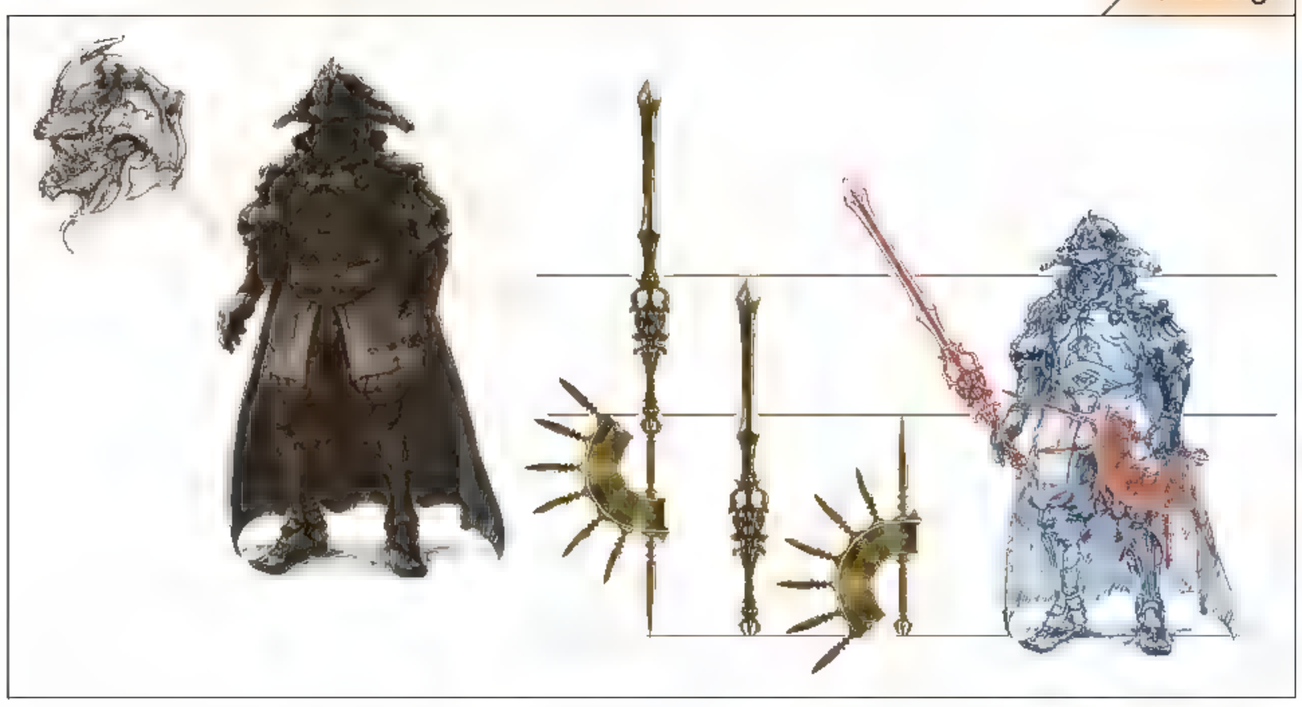


Memorable **Quote**

"Your Majesty does not disappoint! Ever quick to spurn an honorable surrender, as was your father."

—Aboard the dreadnought *Leviathan*, showing contempt for Ashe due to her persistent resistance to the empire's authority.

Design



Judge Bergan

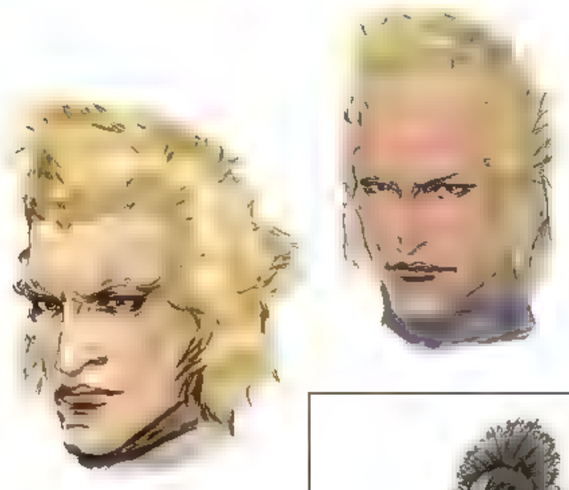
ジャッジ・ベルガ [Jajji Beruga]

Personal Data

[redacted] Hume	[redacted] Male
[redacted] 33	[redacted] Archadia
[redacted] Yōsuke Akimoto (Japanese)/ Gary Martin (English)	

This judge magister is a frank military man who believes justice is power. He admires Vayne's militarism. Judge Ghis comes to understand the terrible power of nethicite when he takes it into his own body. He leads an attack on Mt. Bur-Omisace to steal the Sword of Kings but is defeated by Ashe's party.



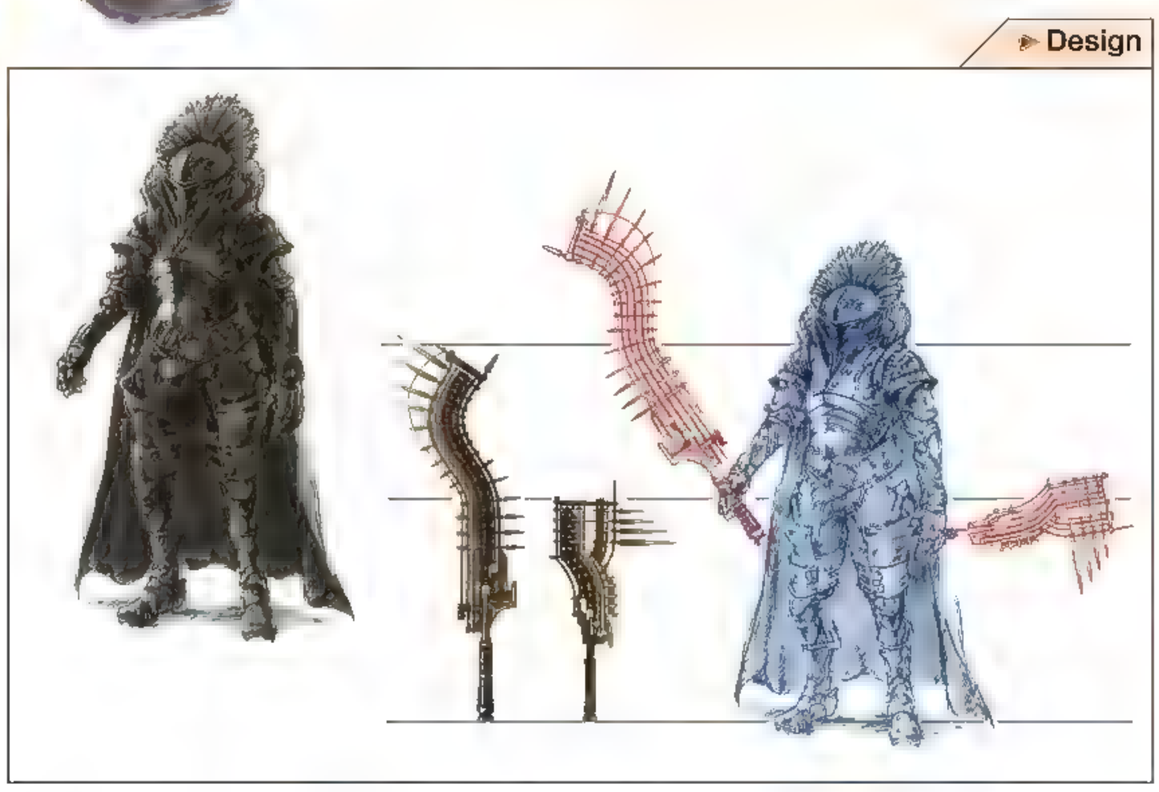


Memorable **Quote**

"The new Ivalice holds no place for the name Dalmasca. The stain of Raithwall's blood . . . shall be washed clean from history's weave!"

—At Mt. Bur-Omisace, confronting Ashe and her friends after personally killing Gran Kiltias Anastasis.

Design



Judge Drace

ジャッジ・ドレイス [Jajji Doreisu]

A judge magister appointed to the role by Emperor Gramis, together with Gabranth. She wished that the sensible Larsa might become the next emperor, but Emperor Gramis's sudden demise instead put Vayne in the position of dictator. Judge Drace tries to oppose his rule, only to face execution when the tables are turned on her.

Personal Data

Race	Hume	Gender	Female
[redacted]	33	Hometown	Archadia
[redacted]	Yoko Soumi (Japanese)/ Julia Fletcher (English)		



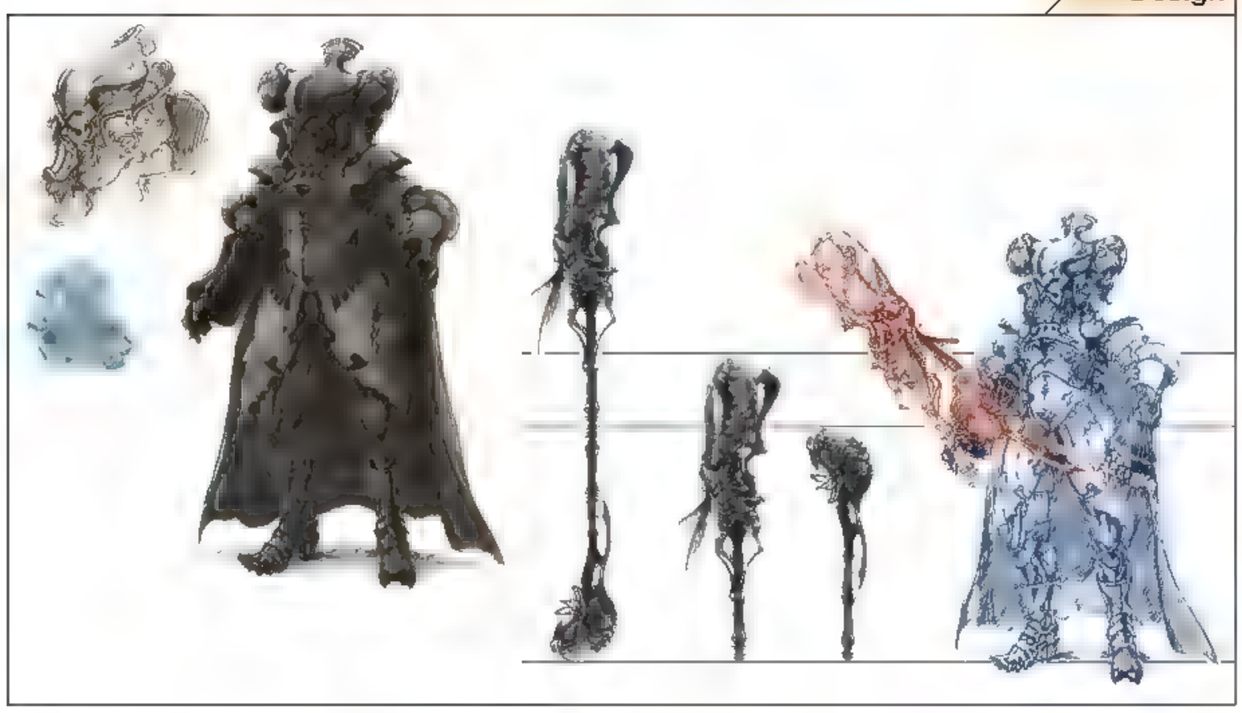


Memorable **Quote**

"Live, Gabranth. Protect the young lord. Protect Larsa . . ."

—At the Archades imperial palace, entrusting the future to Gabranth before he executes her on Vayne's order.

Design



Judge Zargabaath

ジャッジ・ザルガバース [Jajji Zarugabāsu]

This judge magister is a man of few words. He backs no members of House Solidor and devotes himself completely to his duties. After the death of Emperor Gramis, Zargabaath is appointed commander of the Imperial Twelfth Fleet under Vayne's rule and leads the fleet in the final battle against the Resistance.

Personal Data

Race	Hume	Gender	Male
[redacted]	39	Hometown	Archadia
Voice Actor	Ryūzaburō Ōtomo (Japanese)/ Simon Templeman (English)		





Memorable **Quote**

"With Rozarria poised to invade at any moment, our leader must have a free hand."

—At the Archades imperial palace, admonishing Drace when she accuses Vayne of assassinating Emperor Gramis.

Design



Emperor Gramis (Gramis Gana Solidor)

グラミス皇帝 [Guramisu Kōtei]



The eleventh emperor of Archadia. He agonizes over the royal chain of succession. Fearing his son Vayne's dogmatic behavior, he orders Gabranth to monitor the prince's movements. Once the Imperial Eighth Fleet is destroyed, political opponents in the Imperial Senate seize the opportunity to force the emperor into a corner. On Vayne's advice, he stages his assassination at the hands of the senators, giving his life to protect House Solidor.

Personal Data

Race	Hume
Gender	Male
[illegible]	63
Hometown	Archadia
[illegible]	Hidekatsu Shibata (Japanese)/ Roger L. Jackson (English)

Memorable **Quote**

"The long, cold years have clouded my eyes. I cannot see my own son's heart."

—At the Archades imperial palace, after receiving reports of Vayne's behavior from his spy Gabranth.



Full-Body Images

Dr. Cid (Cidolfus Demen Bunansa)

ドクター・シド [Dokutā Shido]

Personal Data

Race	Hume
Gender	Male
[illegible]	58
Hometown	Archadia
[illegible]	Chikao Ohtsuka (Japanese)/ John Lee (English)

The genius machinist heading up Draklor Laboratory, a secret facility run by the empire. He is Balthier's father, although the two have remained distant since their estrangement six years ago. Cid has sworn allegiance to both the Occurian Venat and the imperial prince Vayne. He develops manufacted nethicite to realize his dream of taking history back into the hands of mankind and does his best to stop the heroes on their journey.



Memorable **Quote**

"On whose shoulders better to stand than those of the would-be gods!"

—At the Pharos, using the power of the manufacted nethicite to challenge Balthier's comrades.

Memorable **Scene**

A Complex Kind of Fatherly Love

In order to realize his dream of a new history held in the hands of man, Cid enlisted his son in his research and eventually got him promoted to the rank of judge. This made him that much more disappointed when his son fled from Archades. But following his defeat at Balthier's hands, he tells his son, "If you are so set on running, hadn't you best be off?" A message of encouragement hides behind these last words: "If you're going to run off for your ideals, you'd better give it all you got."





Rasler (Rasler Heios Nabradia)

ラスラ [Rasura]

Personal Data

Race	Hume	Gender	Male
[illegible]	18 (deceased)	Hometown	Nabradia
[illegible]	Yasuyuki Kase (Japanese)/ Andrew Philpot (English)		

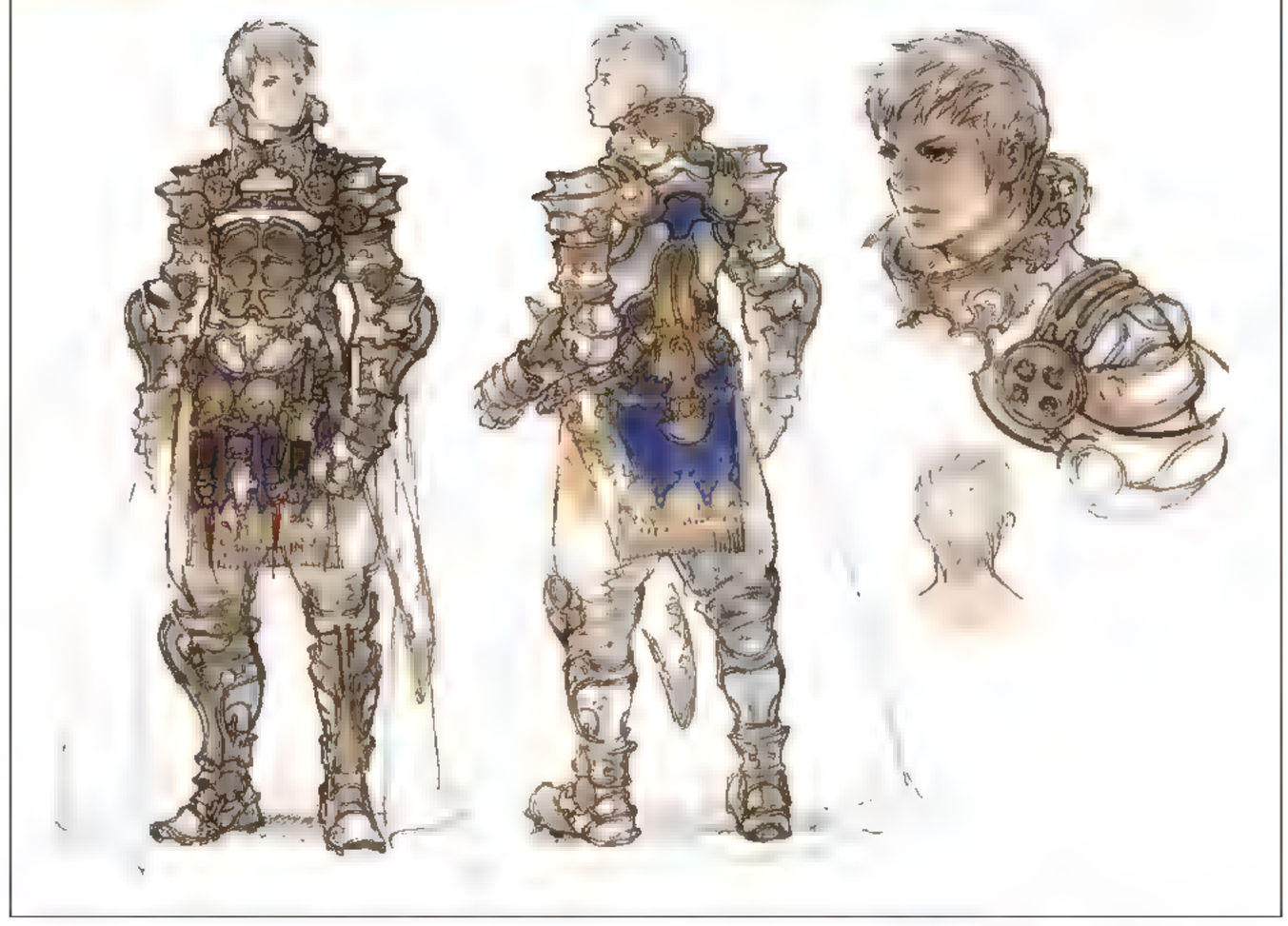
The second prince of Nabradia. Rasler became Ashe's husband through a political marriage of convenience, and his homeland was destroyed mere days after the ceremony. He joined in an assault on Nalbina Fortress to avenge his father, the king, only to be felled by an enemy's arrow.

Memorable **Quote**

"For my father. For my father!"

—During the opening sequence, ignoring Basch's advice at Nalbina Fortress and ordering an advance.

Full-Body Image and Face Illustration



Reks

レックス [Rekkusu]

Personal Data

Race	Hume	Gender	Male
[illegible]	18 (deceased)	[illegible]	Dalmasca
Voice Actor	Hideki Tasaka (Japanese)/ Yuri Lowenthal (English)		

Vaan's brotner, who enlisted as a volunteer in the Dalmascan army during the conflict two years ago. Reks accompanies Basch to prevent the king's assassination. They fail, and Gabranth's conspiracy ensures that the crime is pinned on the pair. The harsh interrogation during his imprisonment breaks his mind, and he dies an invalid.

Memorable **Quote**

"Captain, why? Our king—what have you done?"

—At Nalbina Fortress, stabbed by Gabranth in the guise of Basch.

Memorable **Scene**

Groundless Charges by Gabranth

Reks discovers the scene of the Dalmascan king's murder at Gabranth's hands. Since Gabranth is disguised as Basch, Reks is convinced that his own captain assassinated the king. He is captured by the imperial army as a complicit party in Basch's crime, and the Dalmascan people vilify him as a traitor.





Vossler (Vossler York Azelas) ウォースラ [Wōsura]

Personal Data

[redacted]	Hume	Gender	Male
[redacted]	38	Hometown	Dalmasca
[redacted]	Masaki Terasoma (Japanese)/Nolan North (English)		

Basch's sworn friend and a former retainer of King Raminas of Dalmasca. Vossler guards Ashe in the two years following the king's assassination. He eventually becomes the linchpin of Rabanastre's Resistance. But his activities expose him to the harshness of the struggle, leading him to conclude that surrendering to the empire is the right course of action.





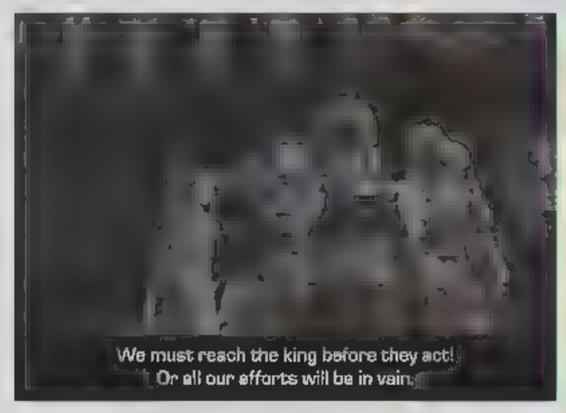
Full-Body Image and Face Illustration

Memorable **Quote**

"If we are to save Dalmasca, we must accept the truth. I will fight this profitless battle no more!"

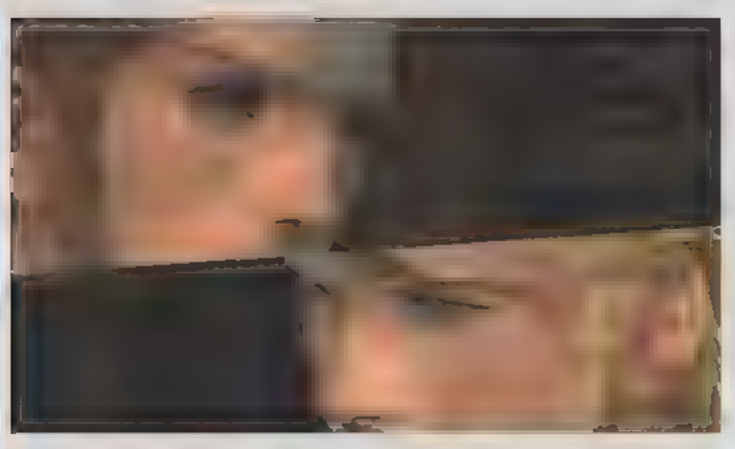
—Aboard the dreadnought *Leviathan*, when Basch's party is shocked to learn of his collusion with the empire.

Memorable **Scenes**



Protect the King!

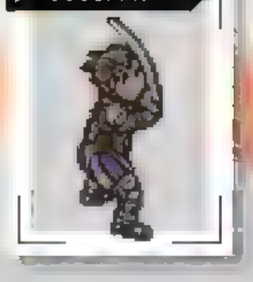
Vossler learns that the peace ceremony with Archadia is a trap meant to assassinate King Raminas. He sneaks into Nalbina Fortress, accompanied by Basch and Vaan's brother, Reks, to save his liege. But despite their best efforts . . .



A Strained Reunion

Vossler plays a central role in the Resistance when it attempts a revolt that ultimately ends in failure. After his leader Amalia (a k.a. Ashe) is captured, Vossler is reunited with his old friend Basch. But since the man bears the charge of regicide, he feels he cannot trust his former ally completely.

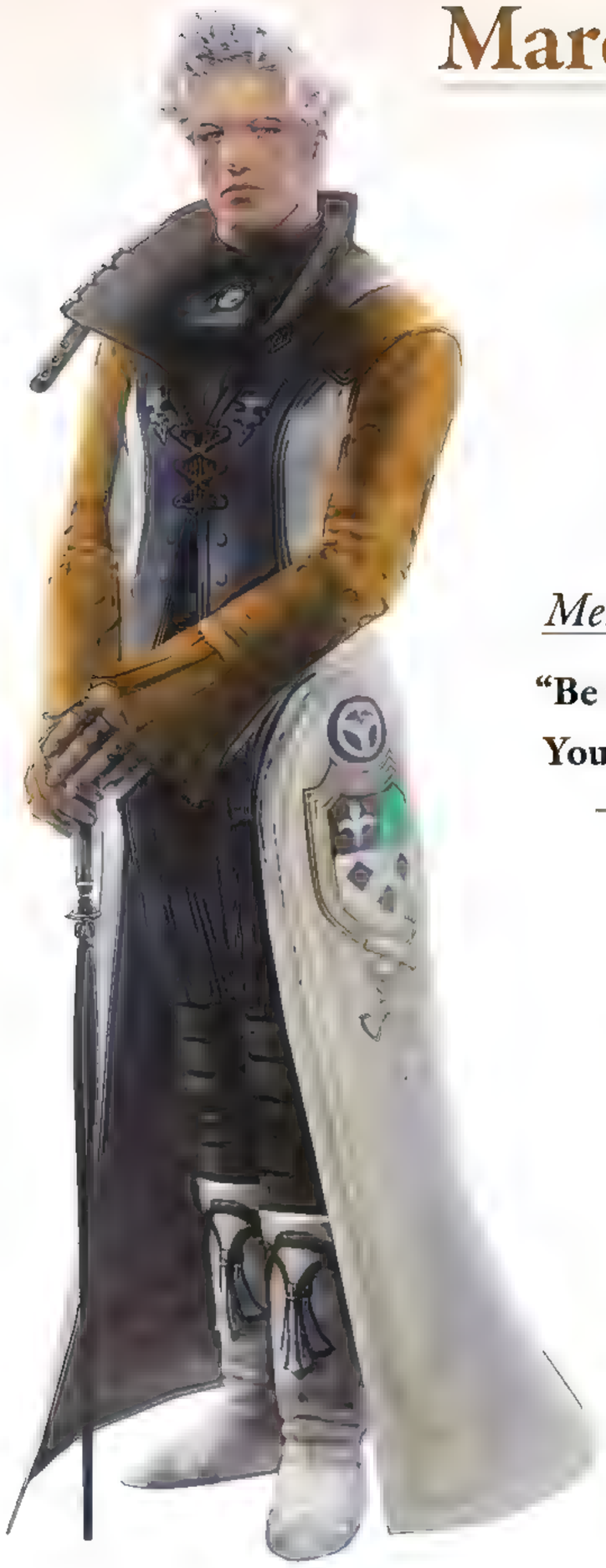
VOSSLER





For Dalmasca!

For the sake of Dalmasca, Vossler accepts a humiliating condition: take the Dawn Shard—the proof of Dalmasca's royal line—and hand it over to the empire. Believing this is the only way to save his homeland, he attempts to take the shard from his fellow heroes by force.



Marquis Ondore (Halim Ondore IV)

オンドール侯 [Ondōru-kō]

Personal Data

Race	Hume	Gender	Male
	61	Hometown	Skycity of Bhujerba
	Akio Nojima (Japanese)/Tom Kane (English)		

Ruler of the Skycity of Bhujerba and best friend to the late King Raminas of Da masca, he maintains a fondness for his comrade's daugnter, Ashe. After the end of the war two years ago, he demonstrated outward obedience to the empire. Behind closed doors, he supports the anti-imperial factions that lurk in the shadows. The marquis knows about Ashe's survival and founds the Resistance against the empire after learning the extent of Vayne's ambitions.

Memorable Quotes

"Be that as it may, I have no intention of being bridled, Your Honor."

—In the Lhusu Mines, responding to Judge Ghis, who claims he "wears his saddle well" while confirming his secret arrangement with Vayne.

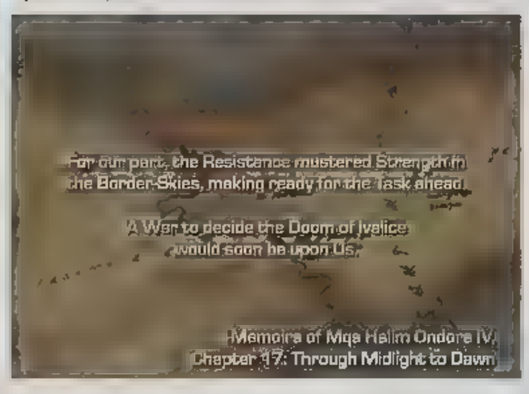
"Surely the exigencies of position are not lost on you. Why indeed, you should find the enemy's chains an easy burden to bear."

—At his estate, hinting to Basch that he should put on a show to help him infiltrate the enemy ship.

Memorable Scene

Recapping the Story in the Marquis's Memoirs

The critical junctures of *Final Fantasy XII*'s story are narrated through letters signed "Memoirs of Mqs. Halim Ondore IV." These are written as if Ondore had penned an autobiography in his twilight years, in which he recalls the entirety of the war from beginning to end. The anecdotes are an easy way for players to look back on preceding story sections Of course, since they are written from Marquis Ondore's perspective, some details are left out.



Full-Body Image and Face Illustration



Al-Cid (Al-Cid Margrace)

アルシド [Arushido]



Personal Data

Race	Hume	Gender	Male
[redacted]	27	Hometown	Rozarrian Empire
[redacted]	Norio Wakamoto (Japanese)/ David Rasner (English)		

A member of the Margrace, a family that has supplied emperors to Rozarria for generations. His unique manner of speaking and flamboyant gestures make him seem like a dubious character, but Al-Cid skillfully oversees his kingdom's intelligence division and makes every effort to prevent war with Archadia by working behind the scenes. Al-Cid is close friends with the imperial prince Larsa.

Memorable **Quote**

"I see it is true after all. Ah, stunning is Dalmasca's desert bloom."

—At Mt. Bur-Omisace, kissing Ashe's hand as he introduces himself.

Memorable **Scene**

A Silver Tongue and a Sophisticated Touch

Al-Cid is known for exaggerated gestures and a peculiar way of speaking. Upon first meeting Ashe, he kisses her hand and compliments her with eye-rolling bravado. Who knew that anyone could beat Balthier in the bluster department?





Reddas (Foris Zecht)

レダス [Redasu]

Personal Data

Race	Hume	Gender	Male
Age	33	Hometown	Archadia
[redacted]	Takayuki Sugō (Japanese)/ Phil LaMarr (English)		

The sky pirate who brought together a whole settlement of rough characters at Balfonheim Port. Reddas's true identity is Zecht, a former judge magister of Archadia. After his actions with nethicite led to the destruction of the Nabradian capital of Nabudis, he dedicated himself to atonement by sealing away the stone's power.

Memorable **Quote**

"The illusions of the past. You think to have cast them off, only to find them years later, unwearying, unrelenting. The past can bind a man as surely as irons."

—At the Pharos, comparing Ashe's thirst for revenge to his own preoccupation with past events.

Memorable **Scene**

Saving the Heroes from the Sun-Cryst

When Vaan and Ashe are overwhelmed while trying to stop the rampaging Sun-Cryst, Reddas uses all of his might to swing down the Sword of Kings and shatter the cocoon. Not only does Reddas give his life to atone for the destruction of Nabudis—he also aims to protect Ashe, who has chosen to cut her ties with the past and reject the nethicite's power.





Gran Kiltias Anastasis

大僧正アナスタシス [Daisōjō Anasutashisu]

Personal Data

Race	Helgas	Gender	Male
Age	184 (120–130 in Hume years)		
Hometown	Mt. Bur-Omisace		
Voice Actor	Tamio Ōki (Japanese)/ Dwight Schultz (English)		

The high priest of Kiltia, a religious tradition followed across Ivalice. He is the Dreamsage, the one who sees all those who dream, and therefore always has his eyes closed. When Ashe comes to him seeking great power as a means of revenge, he firmly admonishes her.

Memorable **Quote**

"To wield power against power. Truly the words of a Hume child."

—At Mt. Bur-Omisace, to Ashe, who desires power exceeding that of nethicite.

Old Dalan

ダラン [Daran]

Personal Data

Race	Hume	Gender	Male
Age	Probably over 70	Hometown	Dalmasca
Voice Actor	Takehiro Koyama (Japanese)/ Dwight Schultz (English)		

An old man who lives in Rabanastre's Lowtown. His extensive knowledge and information network has earned him a reputation as someone in the know. He also maintains secretive ties to the Resistance.

Memorable **Quote**

"Wise I may not be, but well informed I am."

—In Rabanastre's Lowtown, surprising Vaan with his knowledge of the uproar at Rabanastre's East Gate.





Migelo

ミゲロ [Migero]

Personal Data

Race	Bangaa	Gender	Male
Age	40–50 in Hume years	Hometown	Dalmasca
Voice Actor	Shirō Saitō (Japanese)/ John DiMaggio (English)		

This Bangaa merchant runs a shop in the royal city of Rabanastre and has some clout among the imperial forces. He cares for the orphans Vaan and Penelo as if they were his own flesh and blood.

Memorable **Quote**

"Don't give me a scare like that. You're lucky that ended where it did."

—At Rabanastre, reproaching Vaan after escaping trouble with the imperial soldiers.

※ Left to right: Rinok, Gijuk, Ba'Gamnan, Bwagi



Bwagi

ブワジ [Buwaji]

Personal Data

Race: Bangaa　Gender: Male
Voice: Daisuke Kirii (Japanese)/ Phil LaMarr (English)

One of Ba'Gamnan's henchmen. Blessed with a sturdy frame, he boasts destructive attacks that rival those of his boss.

Ba'Gamnan

バッガモナン [Baggamonan]

Personal Data

Race: Bangaa　Gender: Male
Age: Unknown　Hometown: Archadia
Voice: Kōji Ishii (Japanese)/ Steve Blum (English)

A headhunter who targets sky pirates with high bounties on their heads. He'll do whatever it takes to achieve his goals, and Gabranth hires the ruthless Bangaa to stamp out anti-imperial factions. Ba'Gamnan holds a deep hatred for Balthier and kidnaps Penelo under the mistaken belief that she is somehow connected to the man.

Rinok

リノ [Rino]

Personal Data

Race: Bangaa　Gender: Female
Voice: Hyo-sei (Japanese)/ April Stewart (English)

The only female member of Ba'Gamnan's gang. What she lacks in delicacy she makes up for in a violent disposition, with a crude mouth to match.

Gijuk

ギジュー [Gijū]

Personal Data

Race: Bangaa　Gender: Male
Voice: Chafurin (Japanese)/ Dwight Schultz (English)

The smallest member of Ba'Gamnan's gang. He loves cornering his prey through dirty and devious means.

Memorable **Quote**

"Balthier! Ahh . . . Too long have I come unpaid! I'll carve my bounty out of that boy!"

—At Lhusu Mines, insulted by Balthier.

Ba'Gamnan Minion Full-Body Images



Ba'Gamnan Full-Body Image



Note: A is Bwagi, B is unused, C is Gijuk, D is Rinok

Montblanc

モンブラン [Monburan]

The oldest of six moogle siblings. He launches Clan Centurio, an organization specializing in hunting down Marks. As leader of the clan, he's always on the lookout for someone to avenge the siblings' fallen master.





Full-Body Image

Memorable Quote

"We should begin yours at once . . . And, you pass. Moogles are quick to make up their minds, kupo."

—At Rabanastre, administering an entrance exam to Vaan when he visits their headquarters.

Nono

ノノ [Nono]

The fourth oldest of the moogle siblings, known for his green overalls. He is a capable machinist, entrusted with the maintenance of Balthier's airship, the *Strahl*.





Full-Body Image

Sorbet

ソルベ [Sorube]

The second oldest of the moogle siblings. He runs the Moogling station at the West Gate, a service that teleports customers all over the Royal City of Rabanastre. He can be a bit careless and sometimes injures himself in the process of operating the Moogling station.



Full-Body Image



Horne

ホルン [Horun]

The third oldest of the moogle siblings, known for his small eyes and pince-nez glasses. He always wears red clothes with a matching hat, and he runs the Moogling service at the South Gate.



Full-Body Image



Hurdy

ハーディ [Hādi]

The fifth oldest of the moogle siblings, he was born with his younger twin, Gurdy. Hurdy runs the Moogling service with Sorbet and Horne, and he can be found on a street corner in the middle of Rabanastre.





Full-Body Image

Gurdy

ガーディ [Gādi]

The youngest and only female member of the moogle siblings. She uses the wings on her back to hover above the ground. She runs the chocobo ranches scattered around Ivalice, renting chocobos to all comers.



Full-Body Image



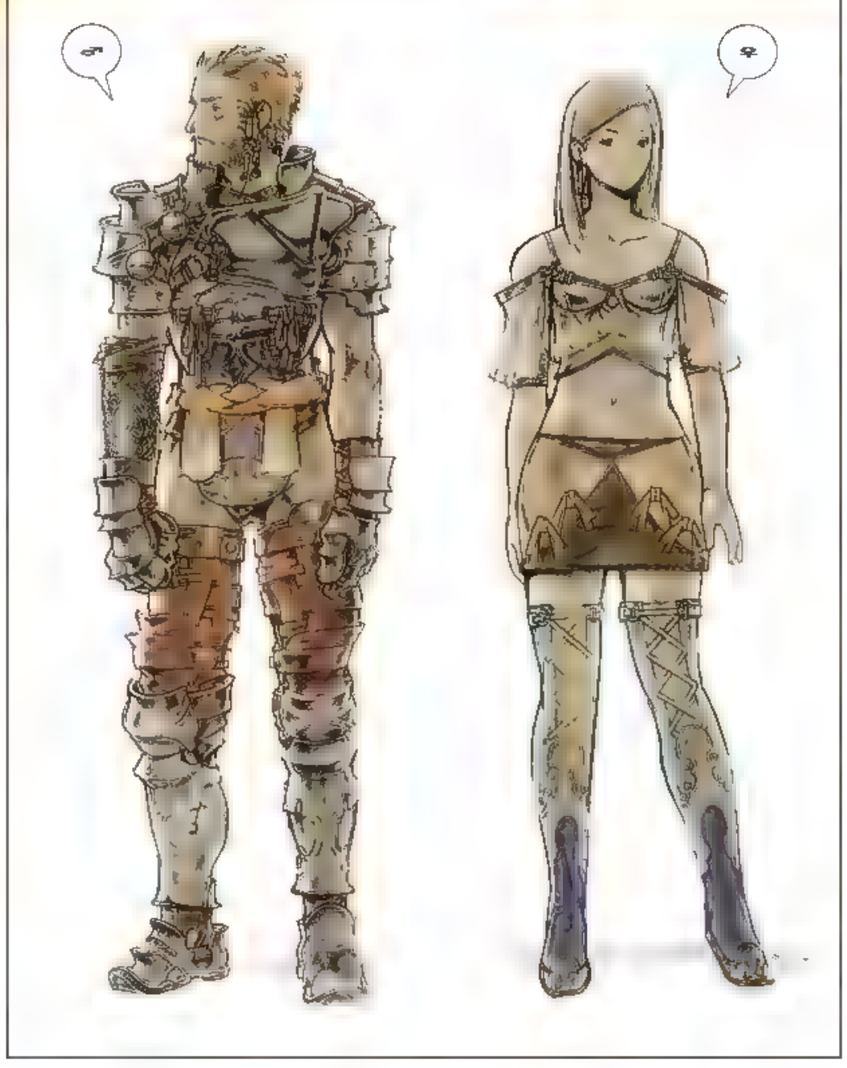
RACES



Humes ヒュム族 [Hyumu-zoku]

The humans of Ivalice. High reproductive ab lity and intense curiosity make Humes active all across the world, composing about 40 percent of Ivalice's population. Their appearances vary wi dly based on age and gender.

▸ Full-Body Images





Viera ヴィエラ族 [Vuiera-zoku]

A race known for long limbs, long ears, and beautiful silver hair. The Viera build settlements in the trees, away from other races, where they can listen to the voice of the Wood. They live three times as long as Humes, but their appearance remains the same throughout youth and old age.



▸ Full-Body Images



Bangaa バンガ族 [Banga-zoku]

A race known for hard, scaly bodies and long, floppy ears. They resemble lizards, but using that word around them will surely infuriate them. Bangaa have hefty builds and outstanding physical capabilities, which has led to steady work as laborers in Hume society.



Seeq

シーク族 [Shīku-zoku]

A race with pig-like faces and corpulent bodies. They may not be the smartest of Ivalice's races, but Seeq have remarkable stamina and strength. They are much faster than they look. Seeq love gemstones and other shiny things and like to adorn themselves with such trinkets.





Full-Body Images



Full-Body Image

Moogles

モーグリ族 [Mōguri-zoku]

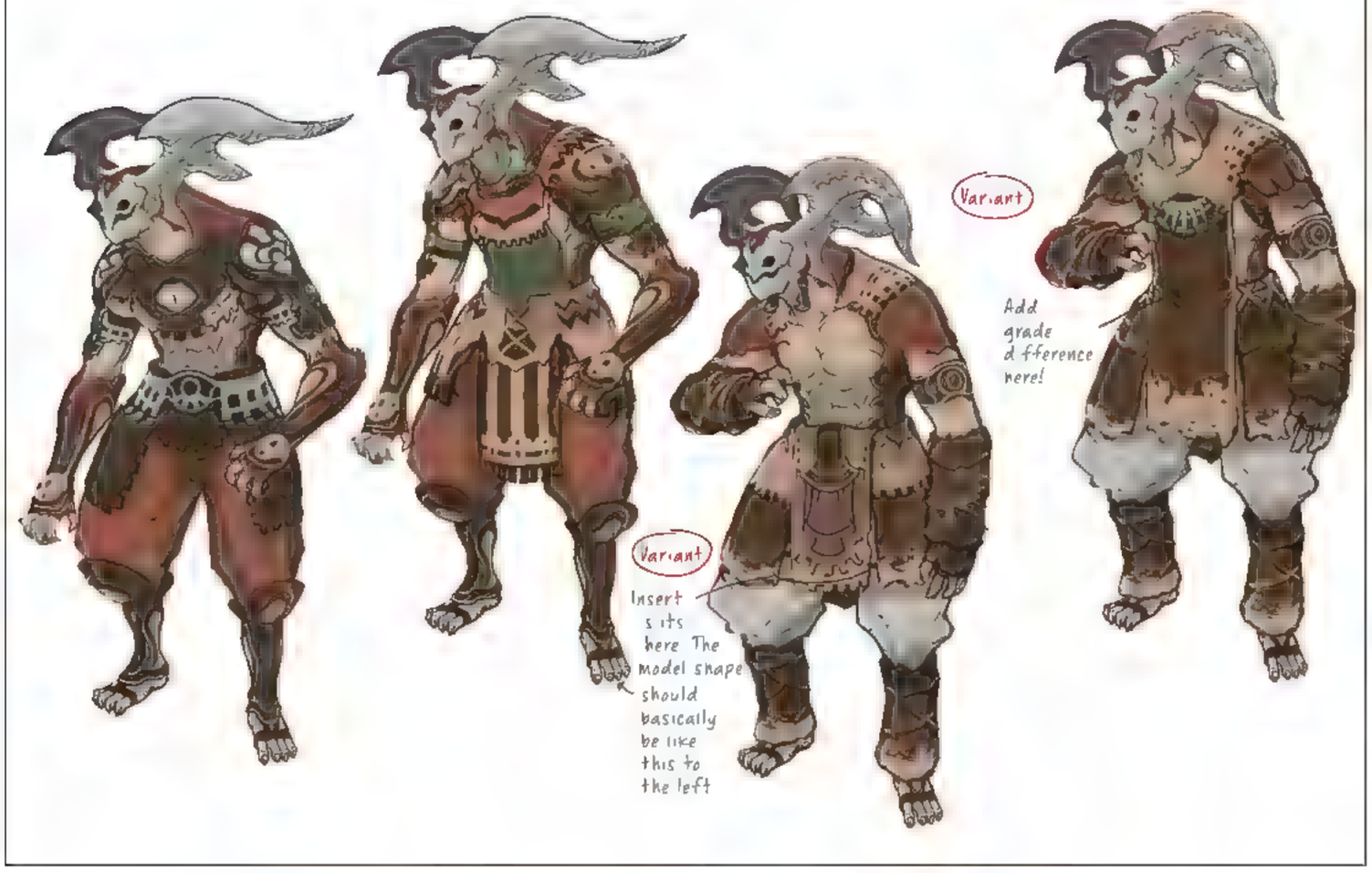
A race of small creatures that resemble stuffed animals with pompoms growing out of their heads. Moogles refer to themselves as "mogs" and often end their sentences with the utterance "kupo." Their limbs are quite dexterous, making them proficient at fixing machinery and playing instruments.



Garif

ガリフ族 [Garifu-zoku]

The powerful bodies of these giants stand over two meters tall. The Garif wear unique masks made for them at birth and never take them off. They worship magicite and pass down lore about the stones through the generations.



Full-Body Image ①



Full-Body Image ②

Nu Mou

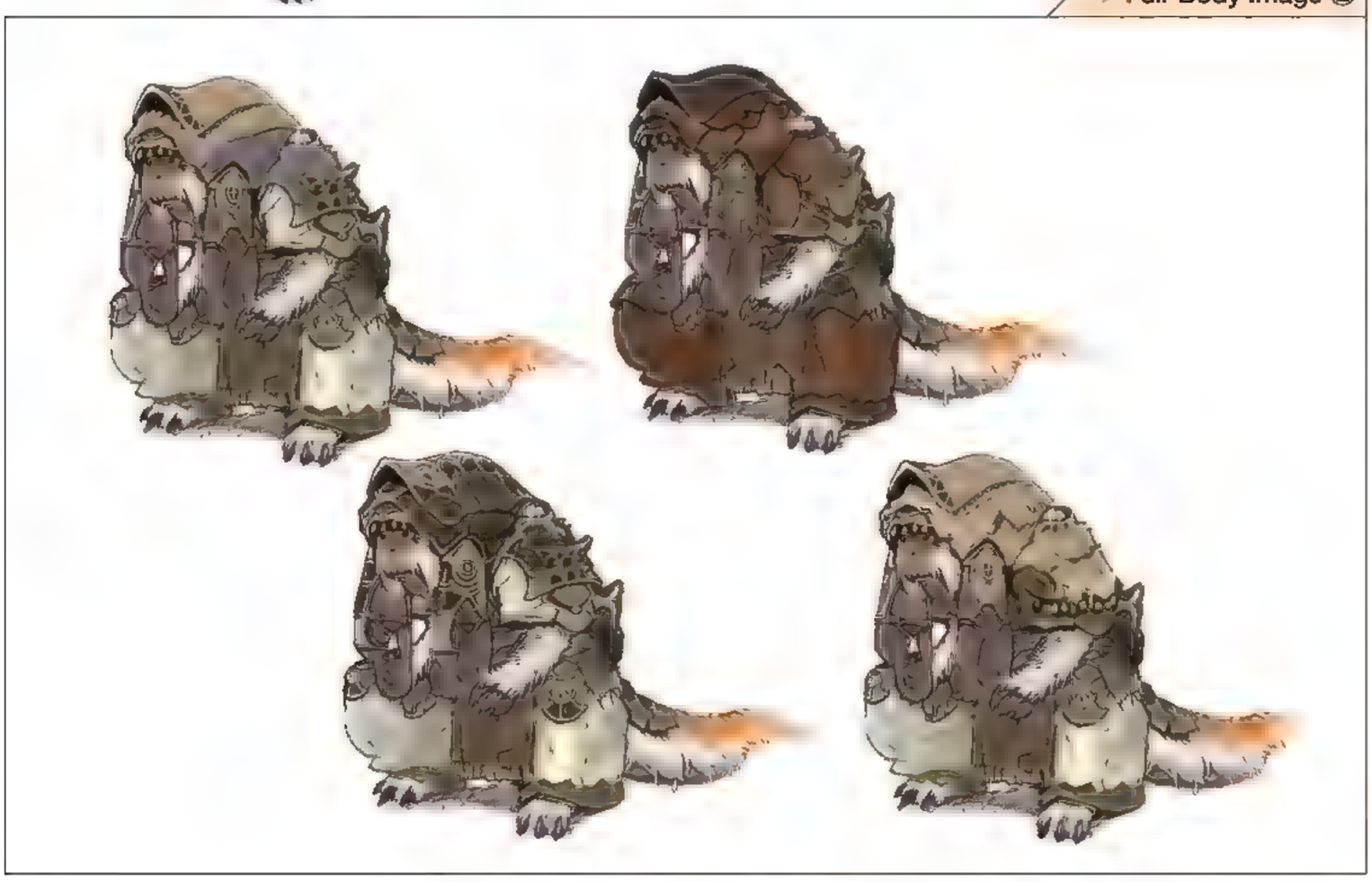
ン・モゥ族 [N Mō-zoku]
A rare breed of creature that sports hairy limbs and a long, thick tail. In stature they are close to the height of Hume children, but every member of their race looks old regardless of their actual age. They can live more than three times the lifespan of a Hume. They are extremely intelligent, and many have achieved important positions in the Kilitia faith.





▶ Full-Body Image ①

▶ Full-Body Image ②





▶ Full-Body Images



Urutan-Yensa

ウルタン・エンサ族 [Urutan Ensa-zoku]
A species that evolved from crustaceans. They live in tribes in the Yensa Sandsea, with a queen ruling over all. They are very territorial and aggressive, bearing their fangs at any trespassers.

Baknamy

バクナムス族 [Bakunamusu-zoku]

This race is infamous for savage and crafty behavior, despite their small stature. Their skin is greenish tan, and small horns grow atop their heads. Oxygen is like poison to them, so they must constantly wear gas masks.



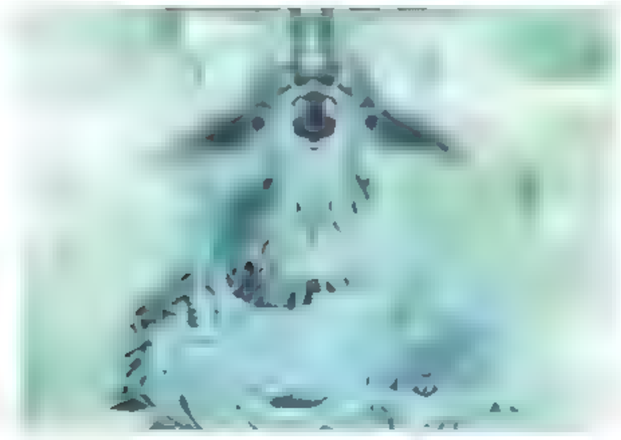


▸ Full-Body Image

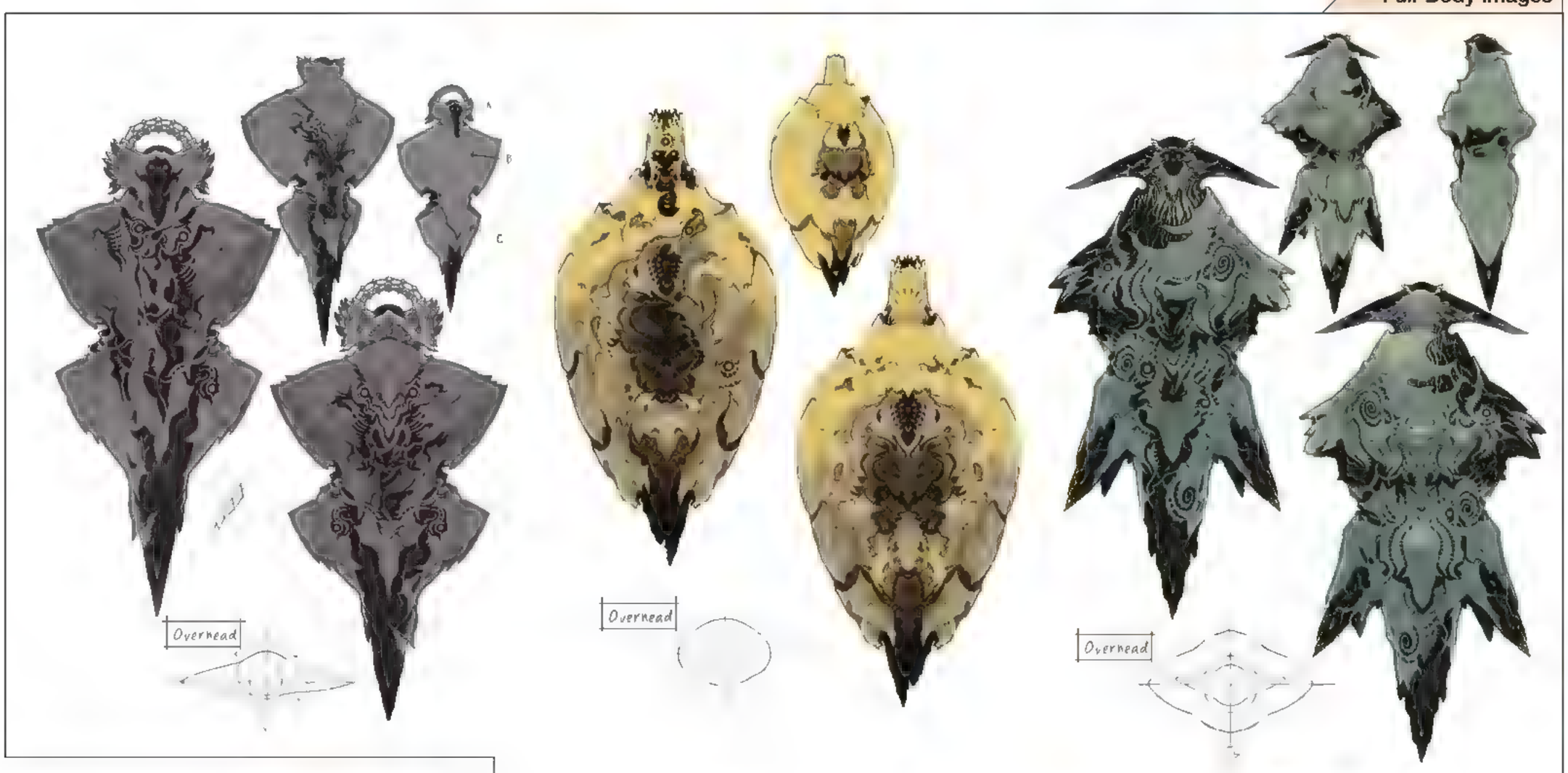
Occuria

オキューリア族 [Okyūria-zoku]

This race of beings has lived since the dawn of time, and are thus referred to as "the Undying." They can separate their minds from their bodies and largely exist in spirit form. They were originally just another Ivalice race, but after creating nethicite, they gave it to the other races in order to turn the wheels of history. In doing so, they deemed themselves the gods of Ivalice.



▸ Full-Body Images

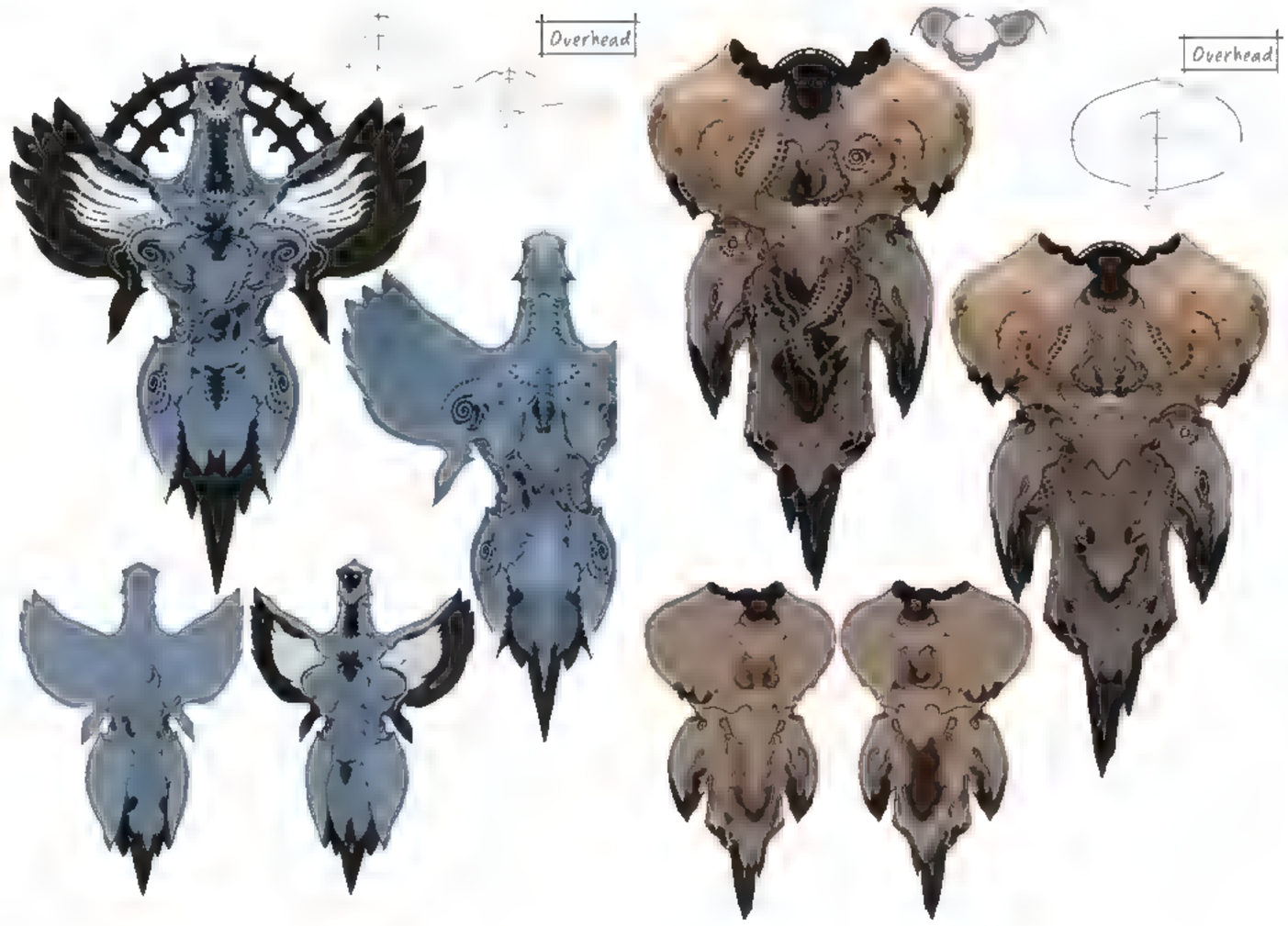


Memorable Scene

The Undying King, the Unyielding Princess

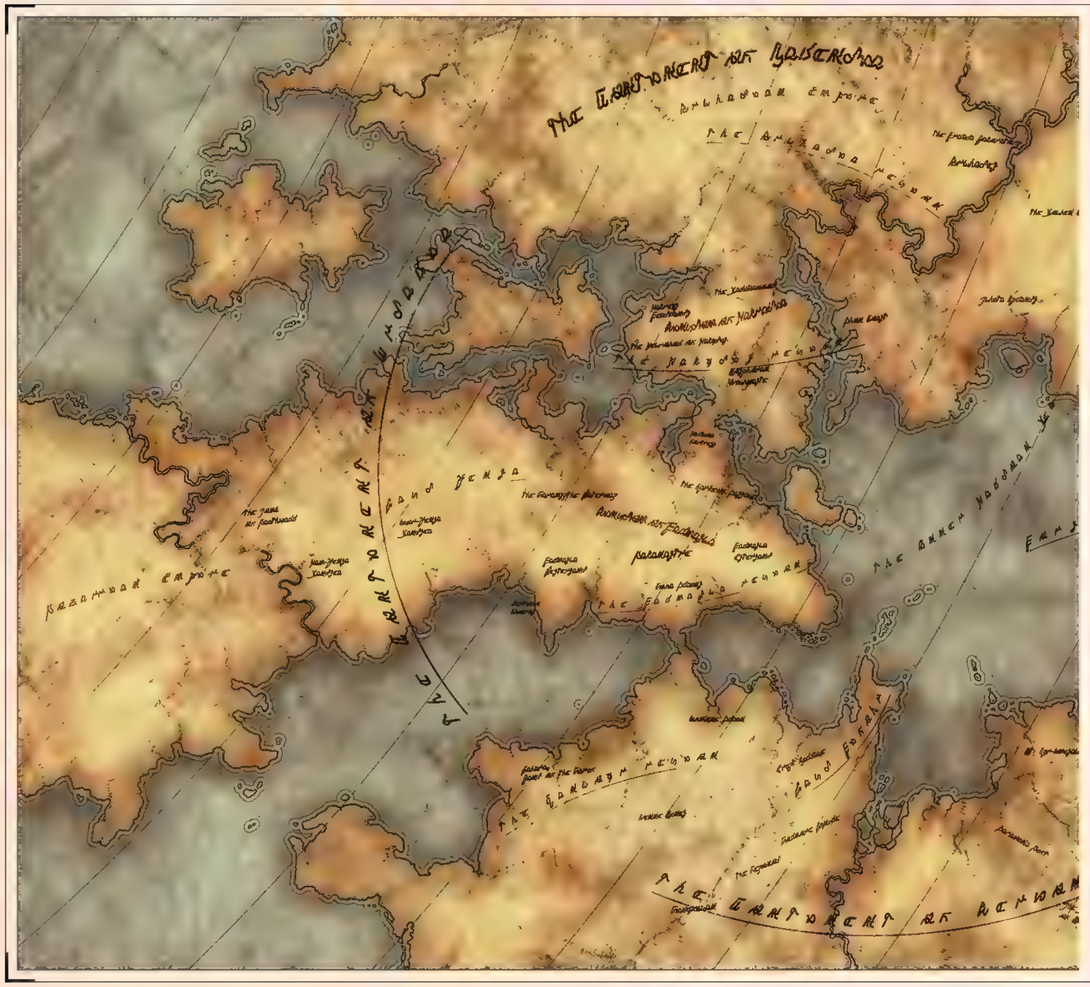
By offering nethicite to chosen representatives of other races, the Occuria have shaped the history of Ivalice. Among the Occuria, Venat alone harbors reservations about their roles as the gods of this world. He ends up teaching Dr. Cid the secrets of nethicite. Gerun, the king of the Occuria, becomes enraged at Venat's betrayal and recruits his own agent to destroy the empire that has thrived off their forbidden knowledge: Princess Ashe, she who hates Archadia above all others

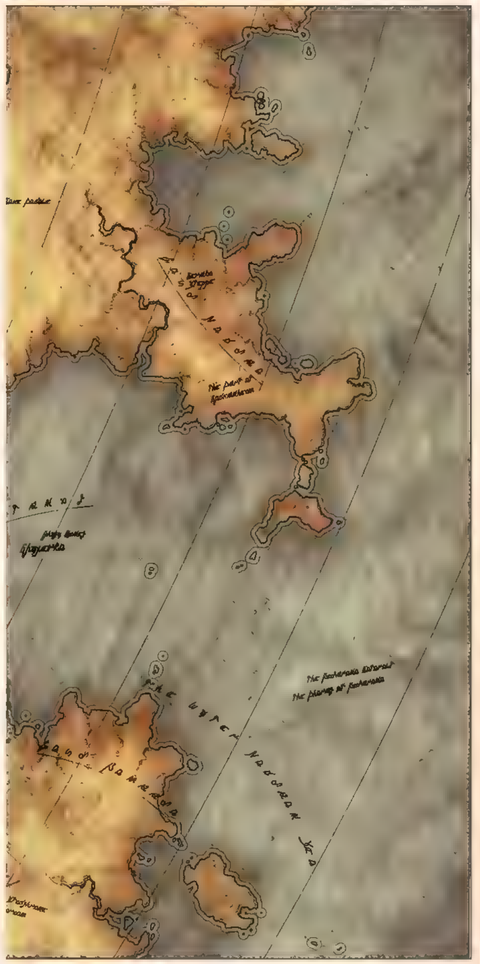


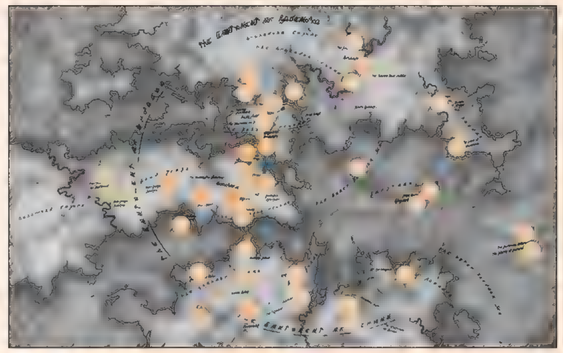


WORLD

The world of Ivalice is rich with the magical energy known as Mist. The land is divided into three great continents: Ordalia to the west, Valendia to the north, and Kerwon to the south. A variety of races inhabit this land, including the familiar race of Humes.







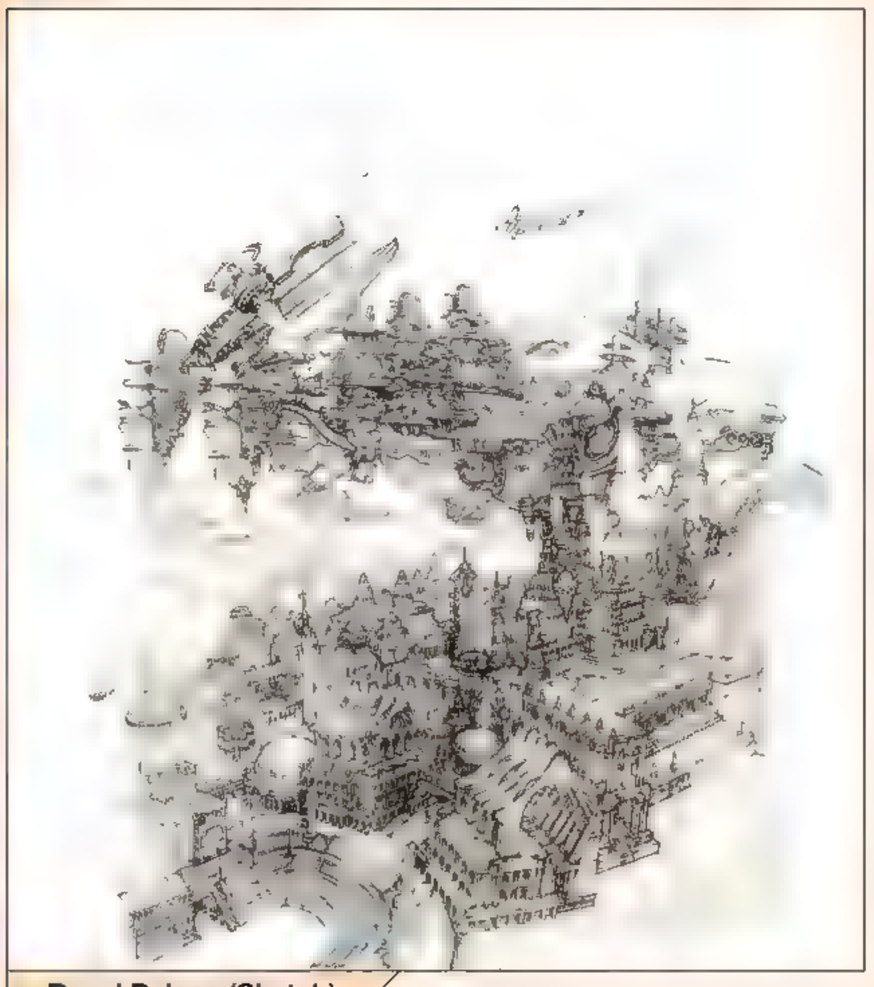
- 1 Rabanastre/Lowtown/ Royal Palace
- 2 Dalmasca Estersand
- 3 Giza Plains
- 4 Dalmasca Westersand
- 5 Garamsythe Waterway
- 6 Nalbina Fortress/ Nalbina Dungeons
- 7 Barheim Passage
- 8 Skycity of Bhujerba
- 9 Lhusu Mines
- 10 Dreadnought *Leviathan*
- 11 Ogir-Yensa Sandsea
- 12 Nam-Yensa Sandsea
- 13 Tomb of Raithwall
- 14 Zertinan Caverns
- 15 Ozmone Plain
- 16 Jahara
- 17 Golmore Jungle
- 18 Eruyt Village
- 19 Henne Mines
- 20 Paramina Rift
- 21 Mt. Bur-Omisace
- 22 Stilshrine of Miriam
- 23 Mosphoran Highwaste
- 24 Salikawood
- 25 Phon Coast
- 26 Tchita Uplands
- 27 Sochen Cave Palace
- 28 Archades/Old Archades/ Draklor Laboratory
- 29 Balfonheim Port
- 30 Cerobi Steppe
- 31 Feywood
- 32 Giruvegan/Great Crystal
- 33 Ridorana Cataract
- 34 Pharos
- 35 Nabreus Deadlands
- 36 Necrohol of Nabudis
- 37 Sky Fortress *Bahamut*



▸ Royal Palace

The Royal City of Rabanastre

The former capital of the Kingdom of Dalmasca. The city was subjugated by the Archadian Empire two years before the story begins. The bazaar and the royal palace sit on ground level, while the former citizens of Dalmasca inhabit the Lowtown area below street level.



▸ Royal Palace (Sketch)

▸ Cathedral

Memorable **Location**

A Site of Significance for the Dalmascan Kingdom

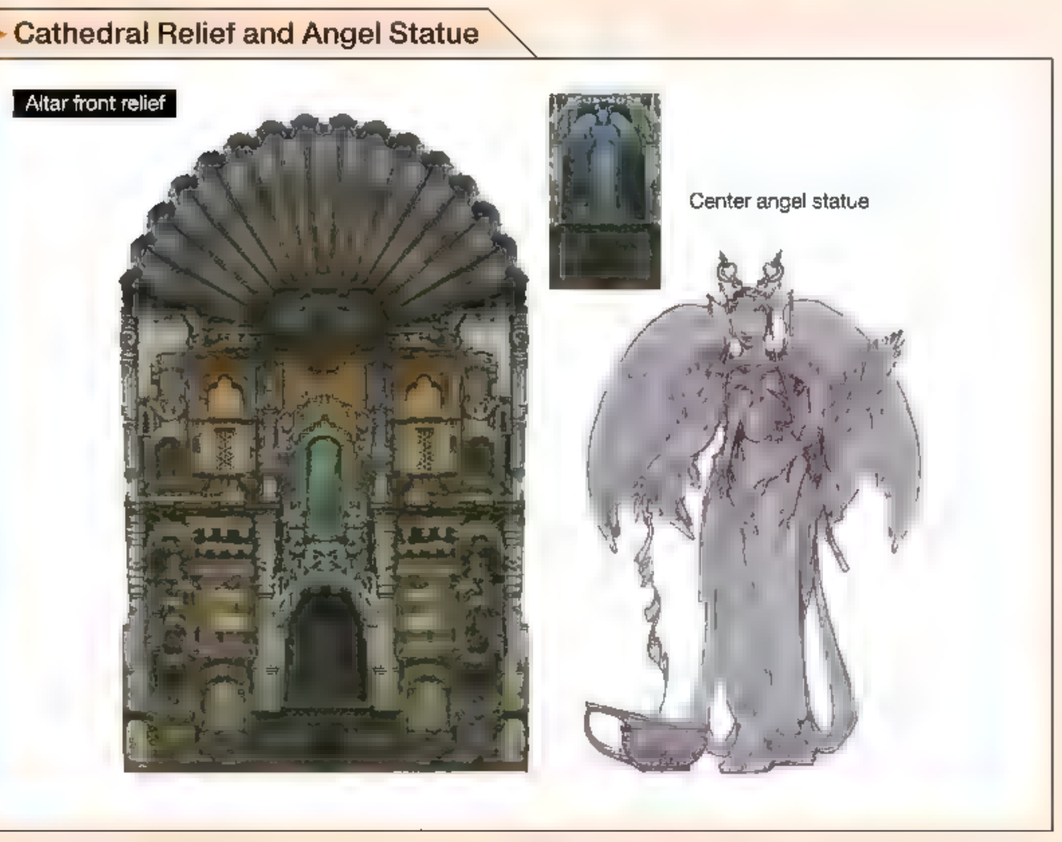
Two years before the events of *Final Fantasy XII* the Dalmascan princess Ashe joins the Nabradian prince Rasler in the bonds of matrimony, with the ceremony held inside Rabanastre's cathedral. Two years later, the Archadian prince Vayne is inaugurated as consul of occupied Dalmasca at the same cathedral where the ill-fated couple were wed.



▸ Cathedral (Initial Design)



▸ Cathedral Relief and Angel Statue





▸ Cathedral

▸ Bazaar





▸ Bazaar Panorama

▸ Bazaar Shop



▸ Panorama (Dry Season)

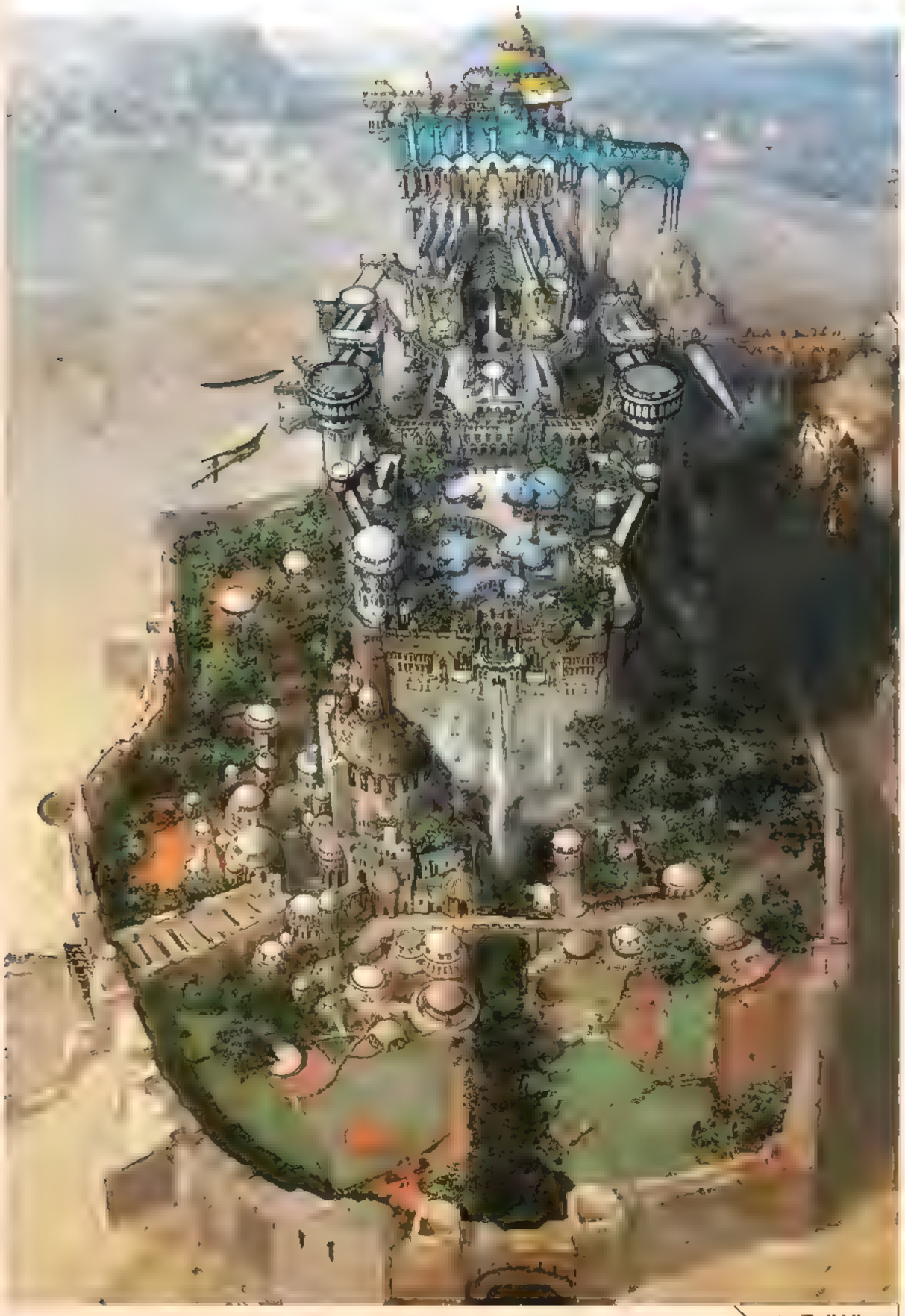


Giza Plains

This meadow stretches out beyond the south end of Rabanastre. During the dry season the rivers give way to prairie land, and dark crystals scattered throughout the area glitter with absorbed sunlight. In the rainy season, the region is verdant with wetland vegetation.

Nalbina Fortress

A stronghold of the former kingdom of Dalmasca, located on the border between Dalmasca and Nabradia. It fell in battle two years ago and has belonged to the empire ever since. The base of the fortress is now used as a prison to confine political offenders and prisoners of war from the Dalmascan army, including former Dalmascan captain Basch.



▸ Full View

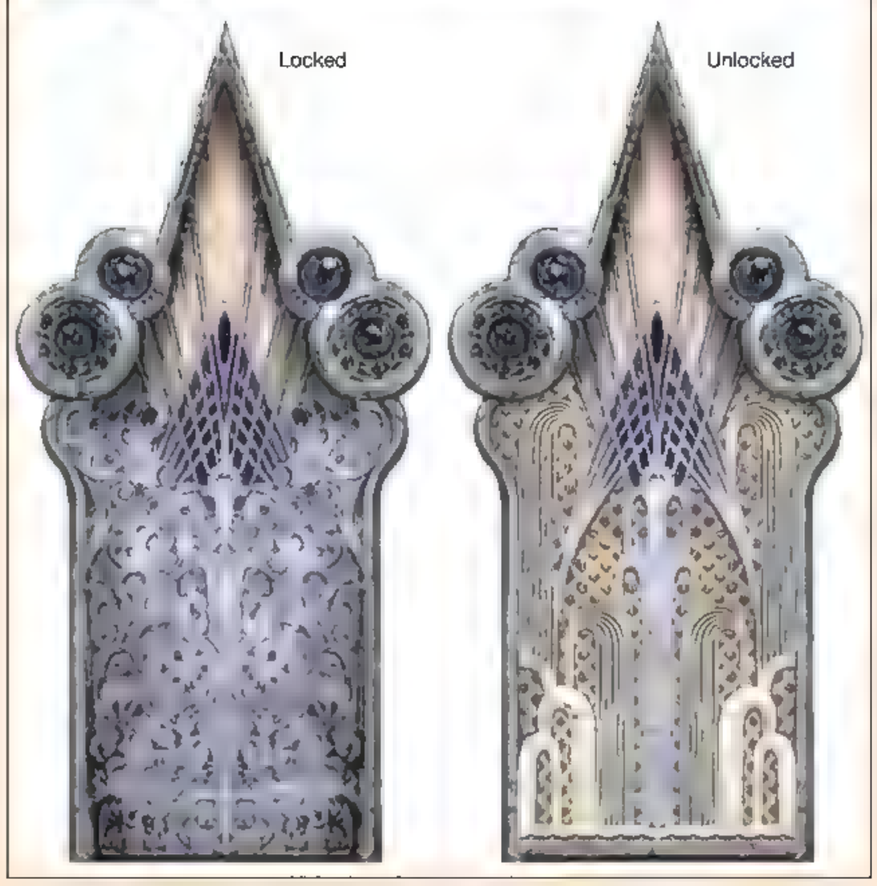


▸ Coliseum

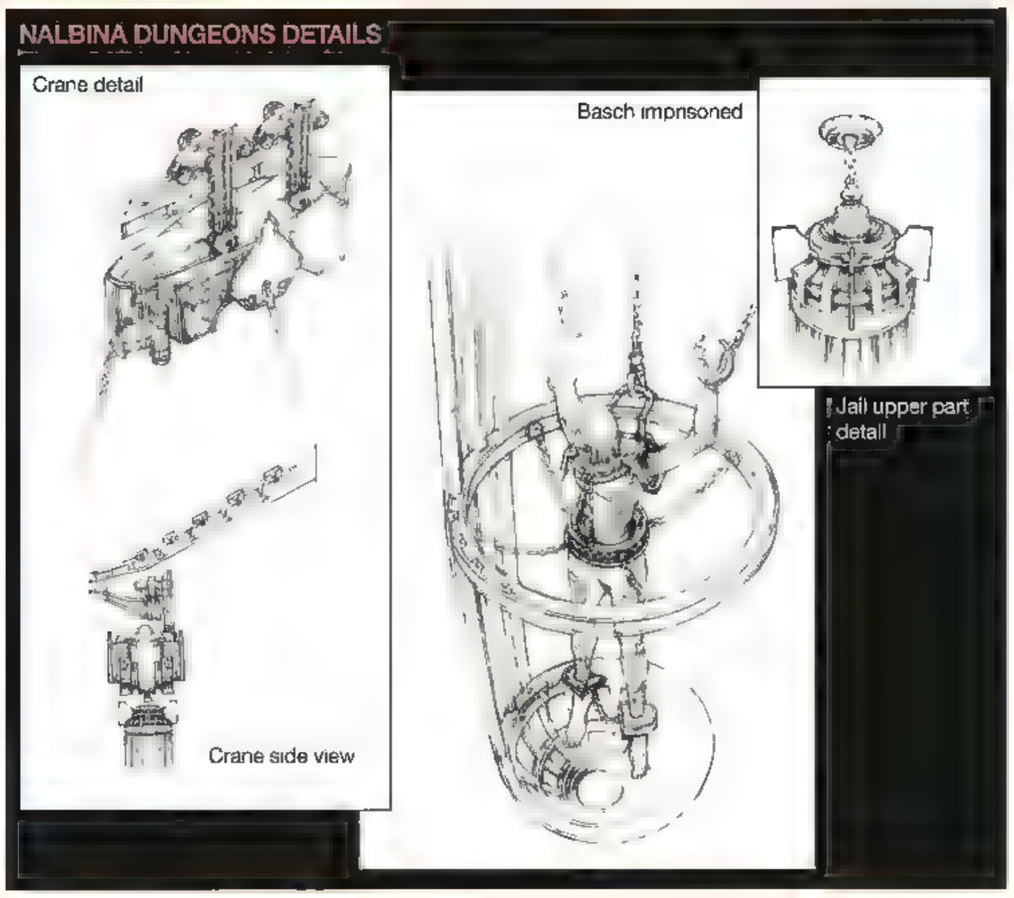
▸ Dungeon Gate



▸ Unlocked door



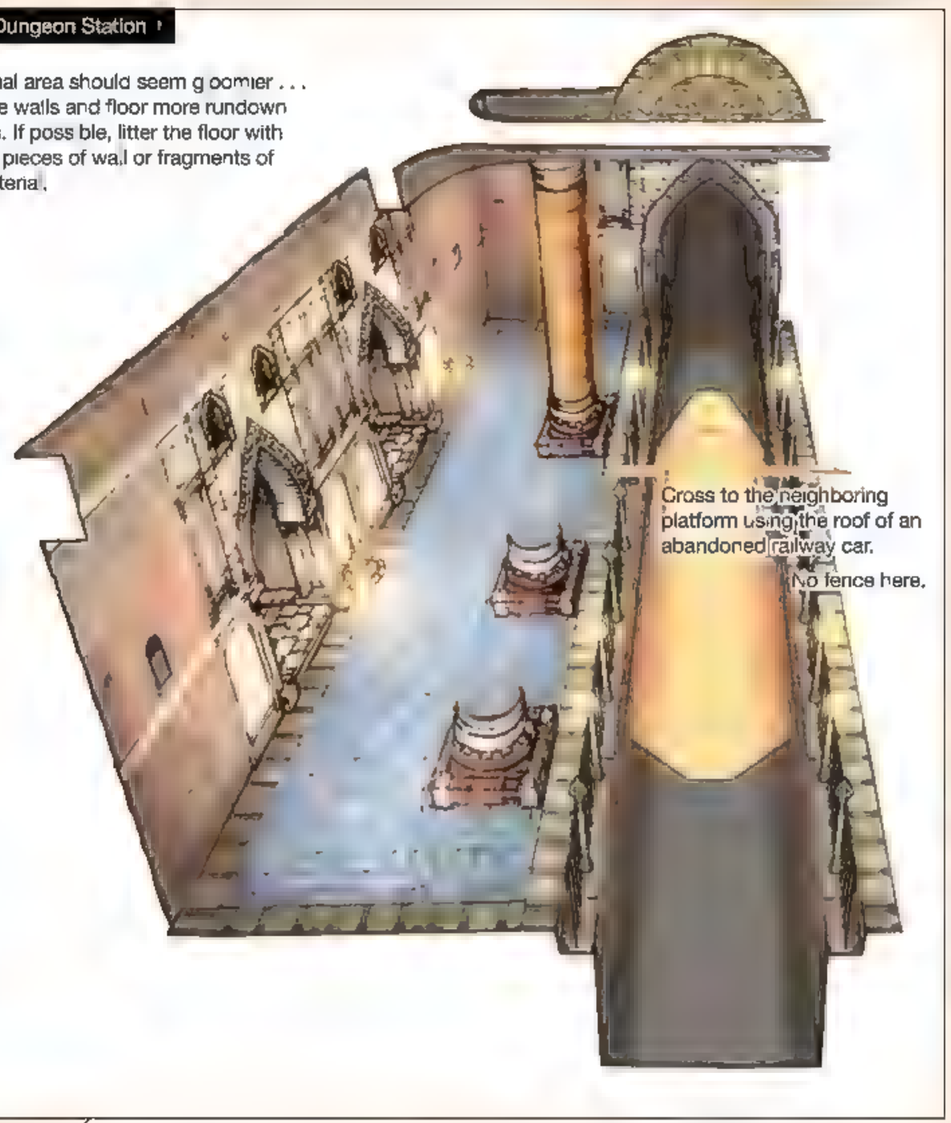
▸ Jail Details



Barheim Passage

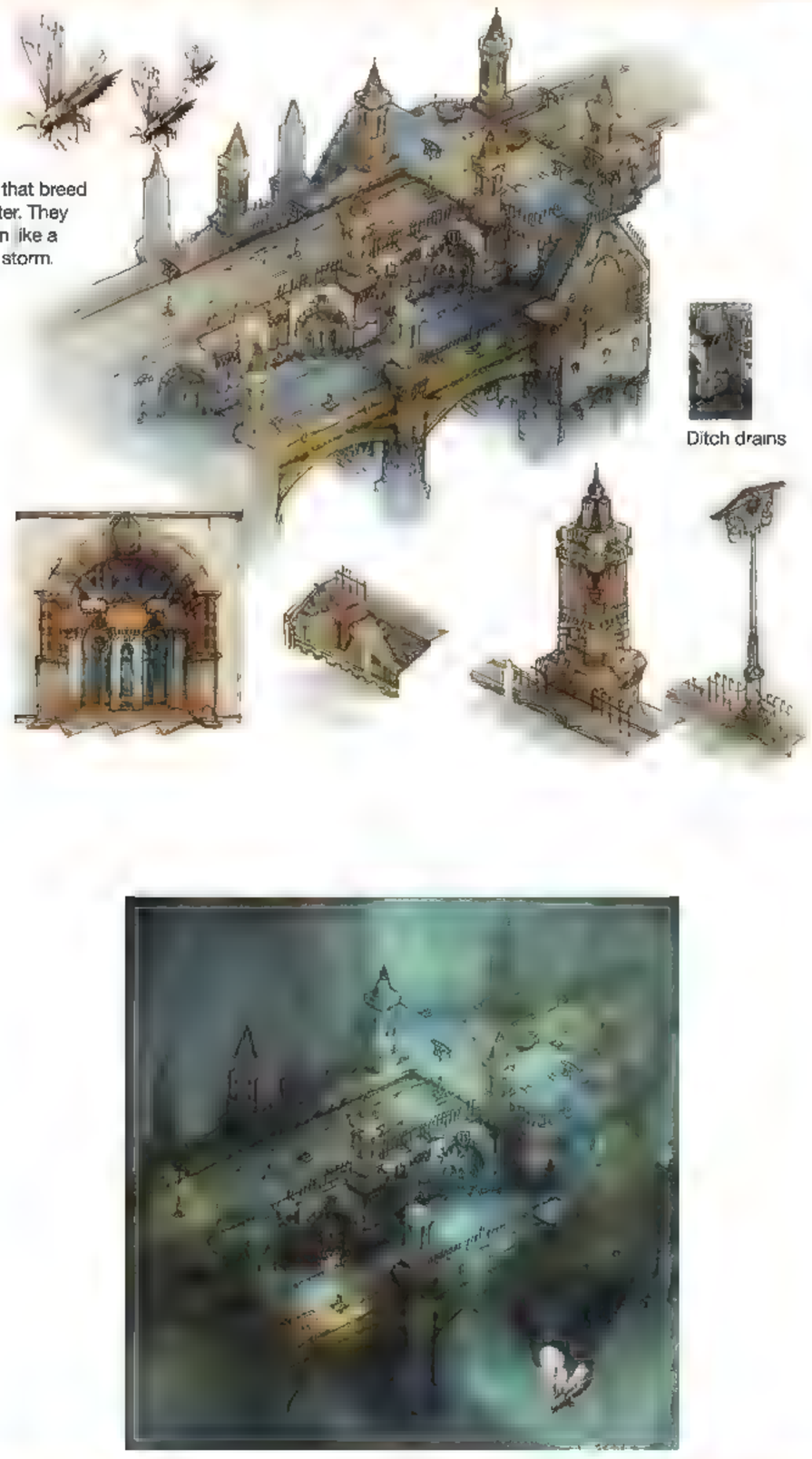
An underground railway passage built to transport supplies from Rabanastre to Nalbina Fortress. This method of transportation was rendered obsolete by airships. After the railway was abolished, dangerous monsters took up residence inside the passage.

Nalbina Dungeon Station

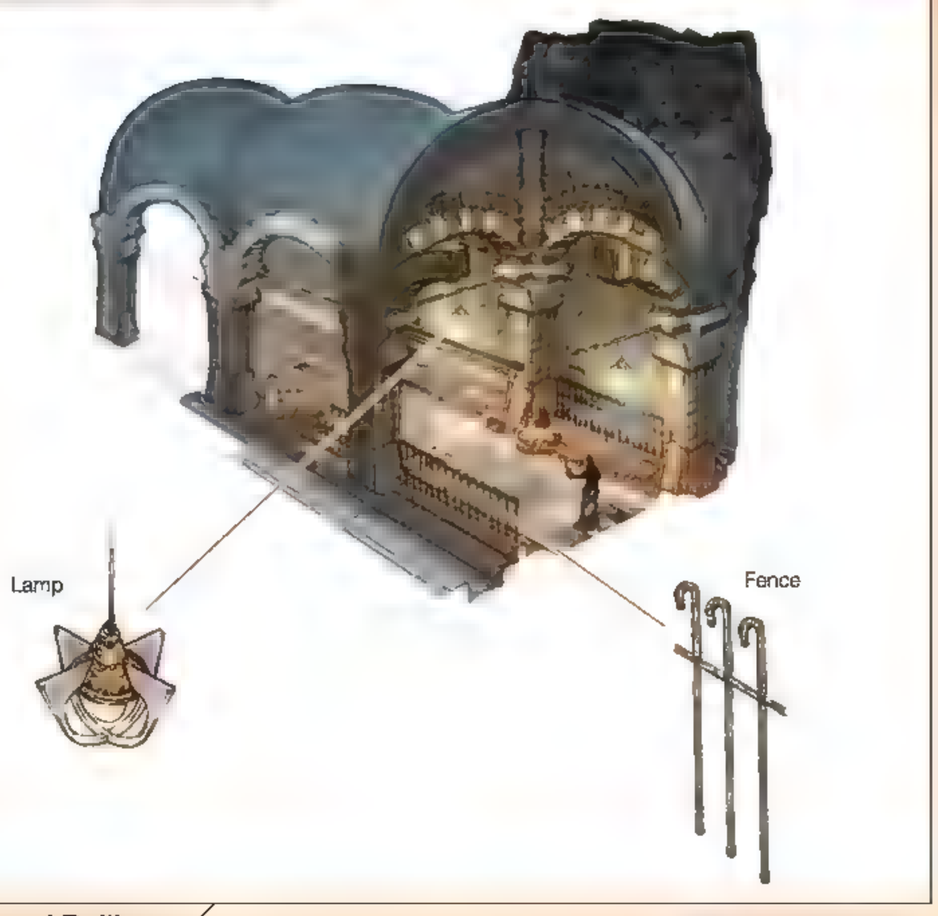


Station

Bridge



Nalbina Dungeon Railway Basic Parts



Lamp and Railing

Terminus No. 4

Nalbina Dungeon Boss Battle Map



Complete left-right symmetry in the map design.



A horizontal projection to show the structure. The ba.ance of the circumference and entrance is not set, so do not treat th s like a template (please prioritize the design image)



The Skycity of Bhujerba

Central city of Purvama, a continent that floats above the Naldoan Sea. The city was constructed around the landmass that rises up from the center, resulting in many steep roads. Shops occupy the upper area, while most residents live in general housing units below.



▸ Full View



▸ Full View (Initial Design)

▸ Full View



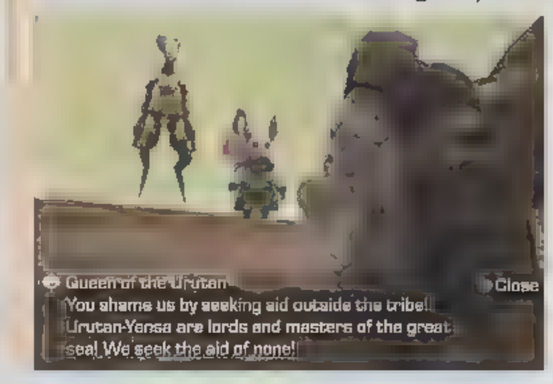
Yensa Sandsea

A desert that covers the entirety of Jagd Yensa. It is blanketed in Mist that prevents airships from flying. The area derives its name from the ocean-like movement of the sands blown by the desert winds. The Rozarrian Empire tried to develop the area, leaving the ruins of manufacturing plants behind.

Memorable **Scene**

An Attempt at Aid . . . Tragedy of the Urutan Outcast

In the Yensa Sandsea, the party is asked to defeat the Urutan Eater—the natural enemy of the Urutan-Yensa—by an outcast member of the powerful demihuman race. The heroes succeed in defeating the creature . . . only for the outcast who requested their help to face execution at the order of his enraged queen.



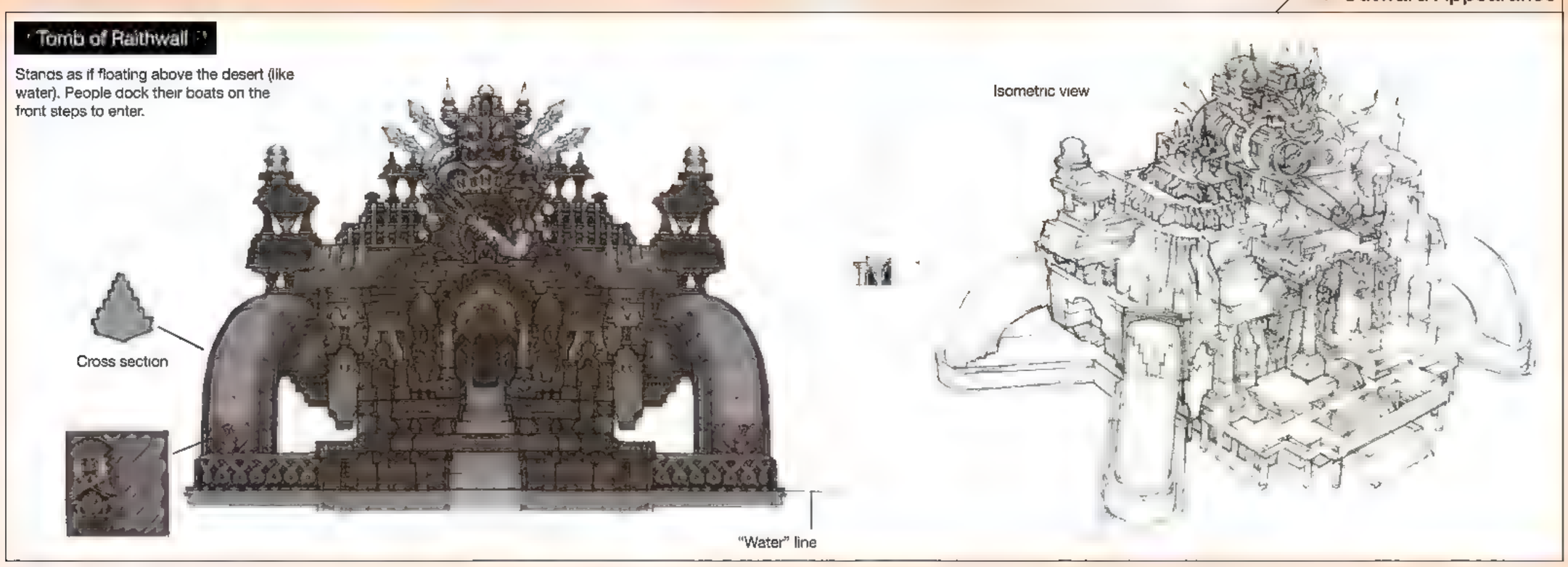
▸ Plant



Tomb of Raithwall

A graveyard built centuries ago to honor the memory of Raithwall, the dynast-king who united Ivalice. It is housed in the Valley of the Dead on the southern tip of the Yensa Sandsea, and several relics belonging to the dynast-king are said to lie within.

▸ Outward Appearance



Jahara, Land of the Garif

A village of the Garif, a gigantic mask-wearing race of demihumans. They pass down lore about magicite from their ancient settlements, which are built atop gentle hills. The base of the hills houses craftsmen and herders, while the huts of the elders and the village meeting lodge sit at the top.

▸ Full View (Initial Design)



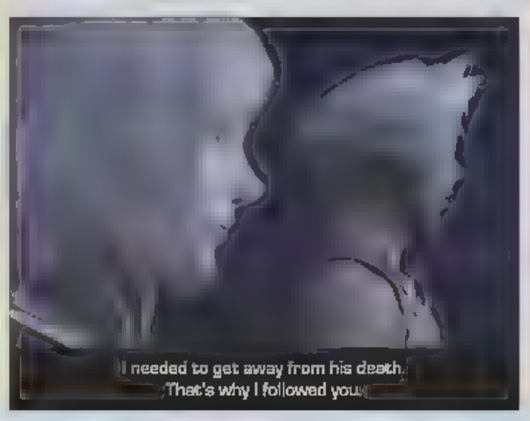
▸ Full View



Memorable Scene

Vaan's Resolution, Ashe's Confusion

Having come to the Jahara in search of the power to take revenge on the empire, Ashe instead hears an offer of peace from the Archadian prince Larsa. Late that night, she finds her resolve shaken. Vaan confesses to her that he used his brother's death as an excuse to escape reality, and he expresses a desire to find a new path. His words inspire Ashe to reassess her own decisions . . .

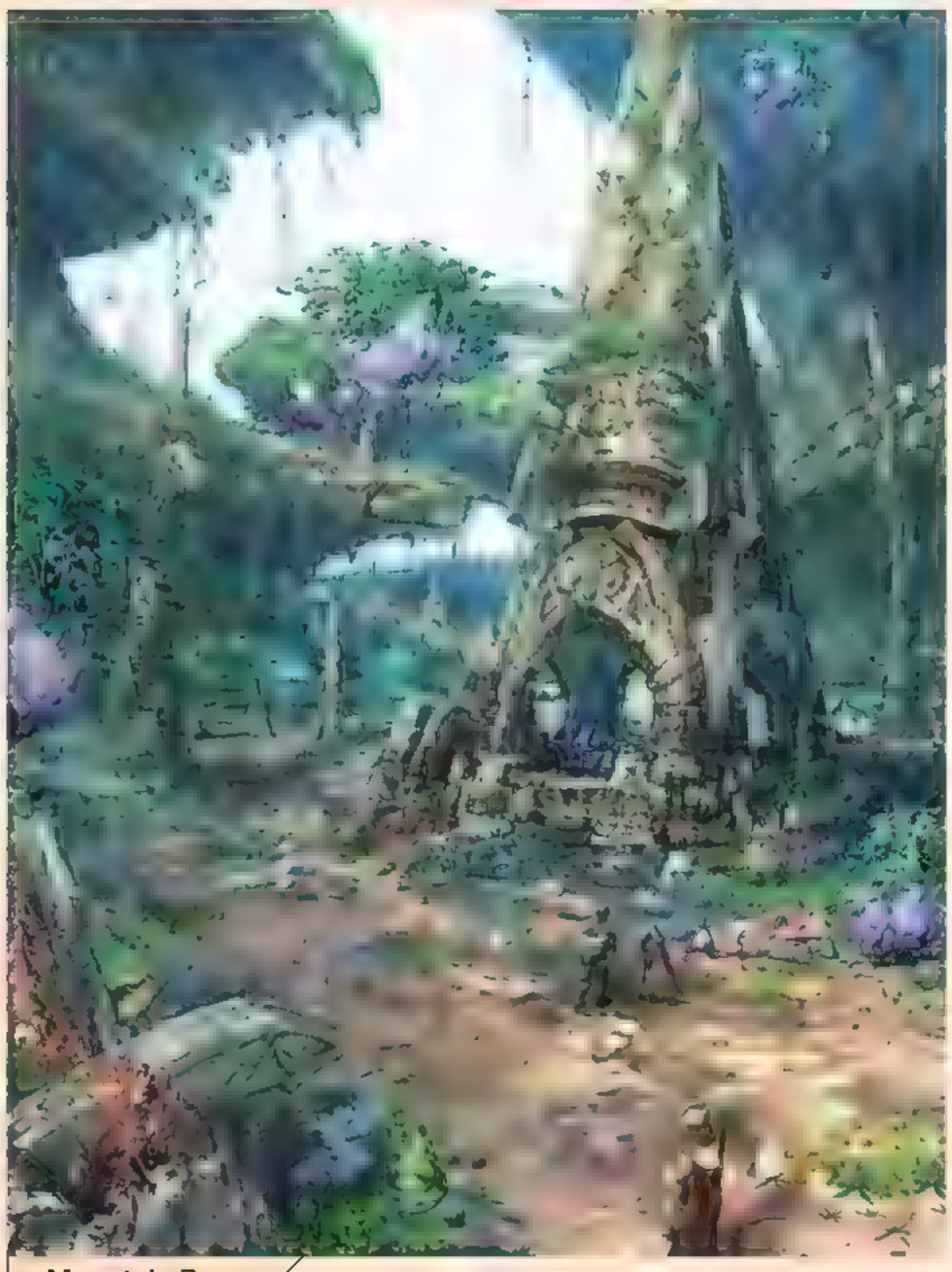




▸ Full View

Mosphoran Highwaste

A treacherous area of jagged mountains snaking along the border between Dalmasca and Nabradia. Special grass growing on the mountainside floats when it comes in contact with water from a nearby shrine, which opens up a new path for travelers.



▸ Mountain Pass

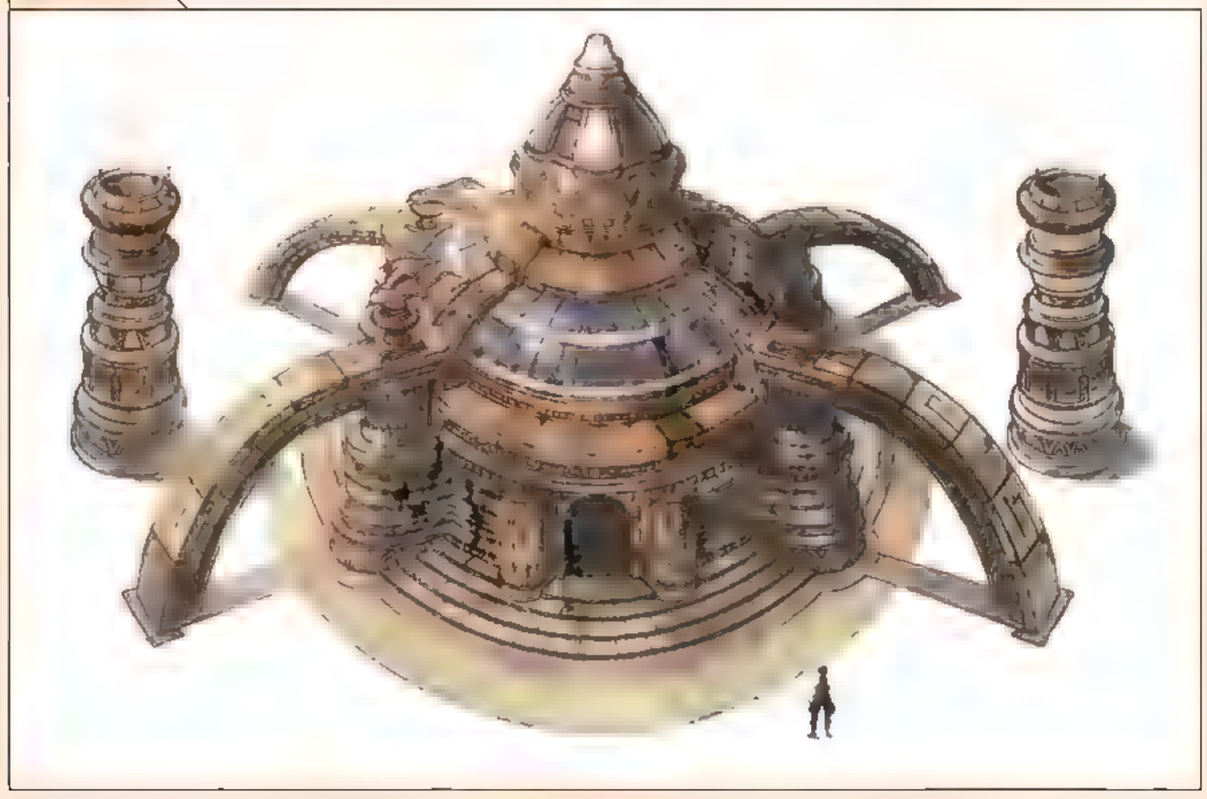


▸ Small Shrine

Tchita Uplands

The lush plains in the southern part of Valendia are known as a breeding ground for chocobos. The area contains ruins thought to be from the Galtean Alliance era. Research by the empire is currently underway.

▸ Ruins

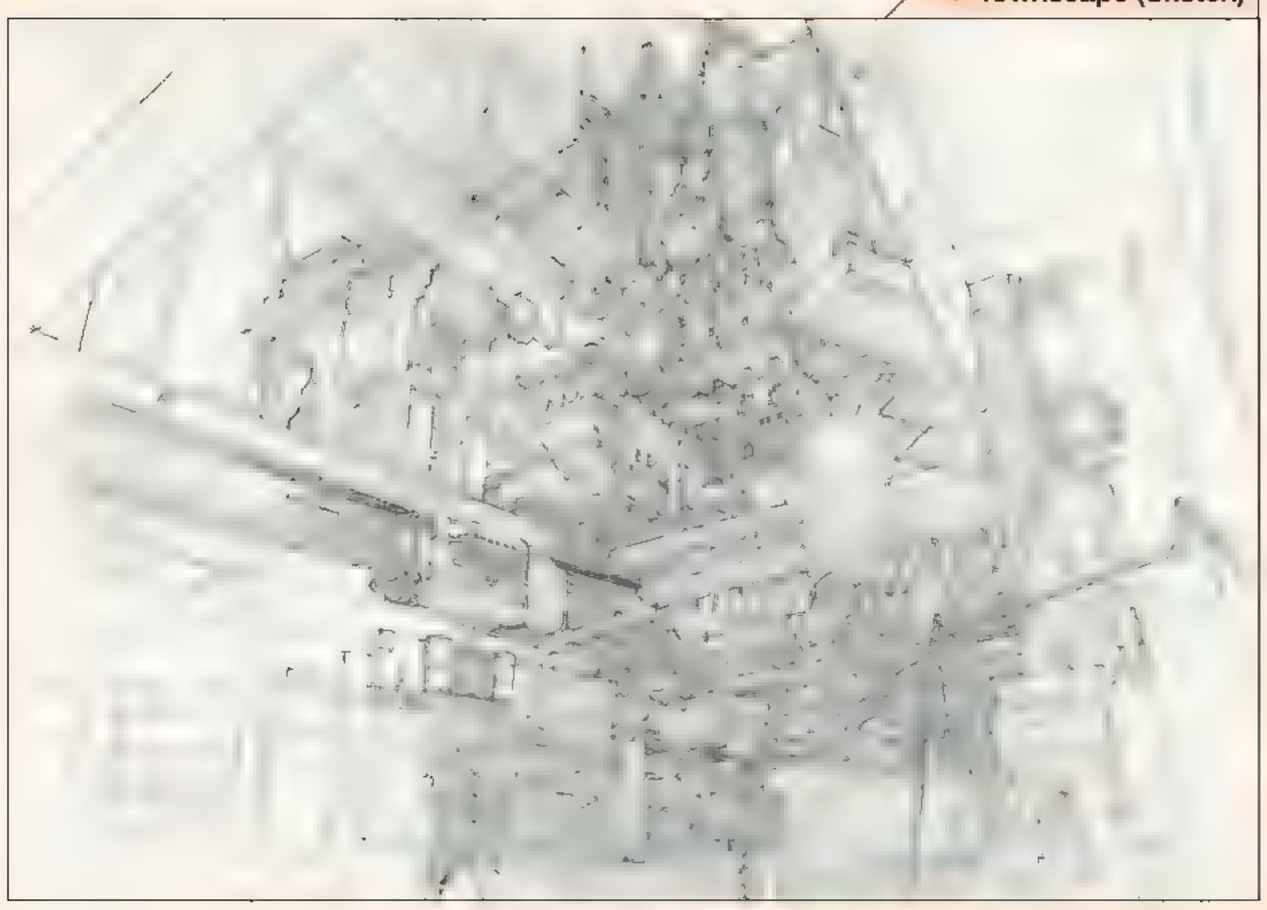


Archades

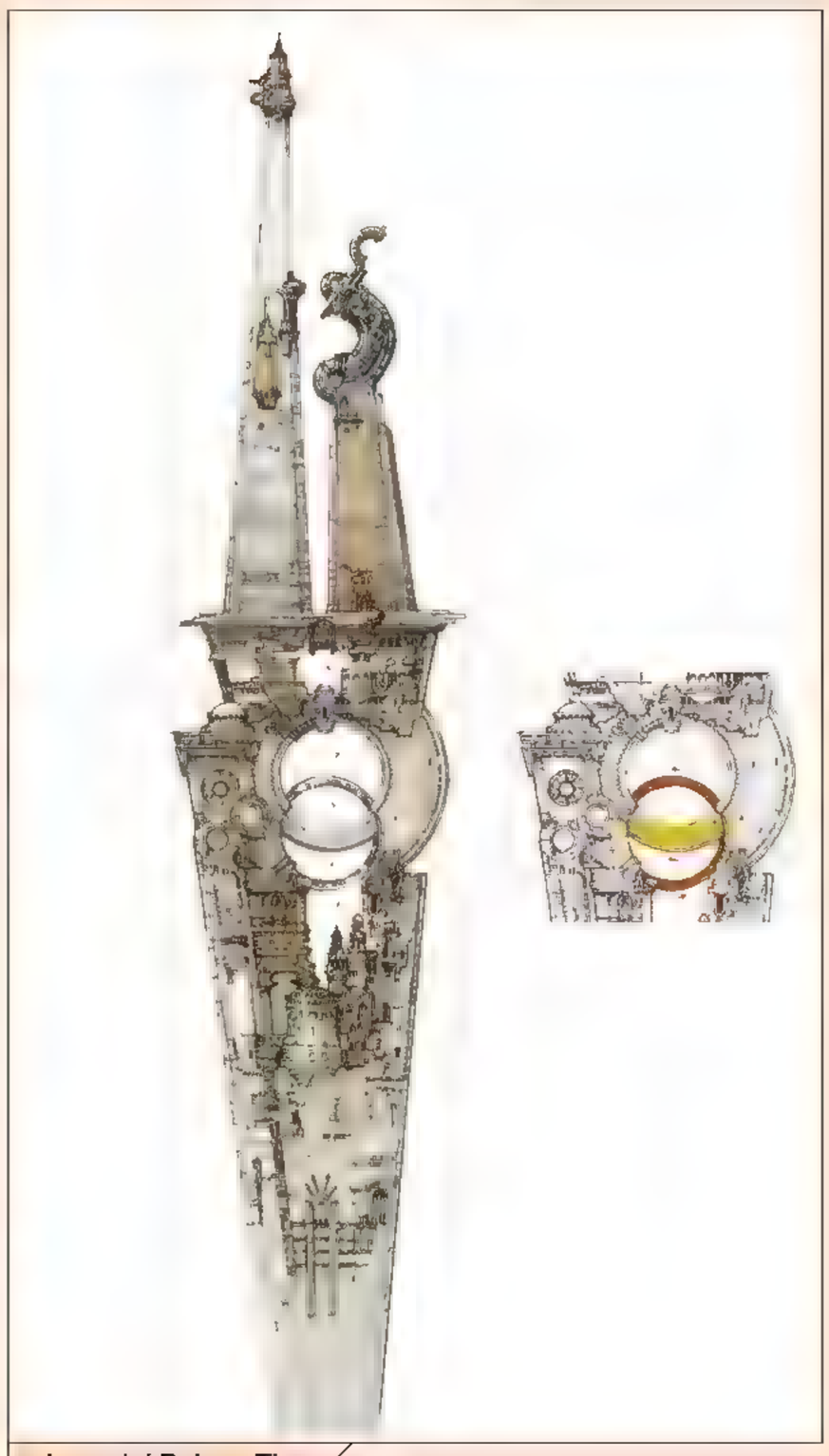
The capital of the empire. This modern, bustling city has the imperial palace at its center and high-rise buildings that tower above its eight districts. Only the upper class live in the city proper, with the poor dwelling in the slums of Old Archades.



▸ Townscape



▸ Townscape (Sketch)



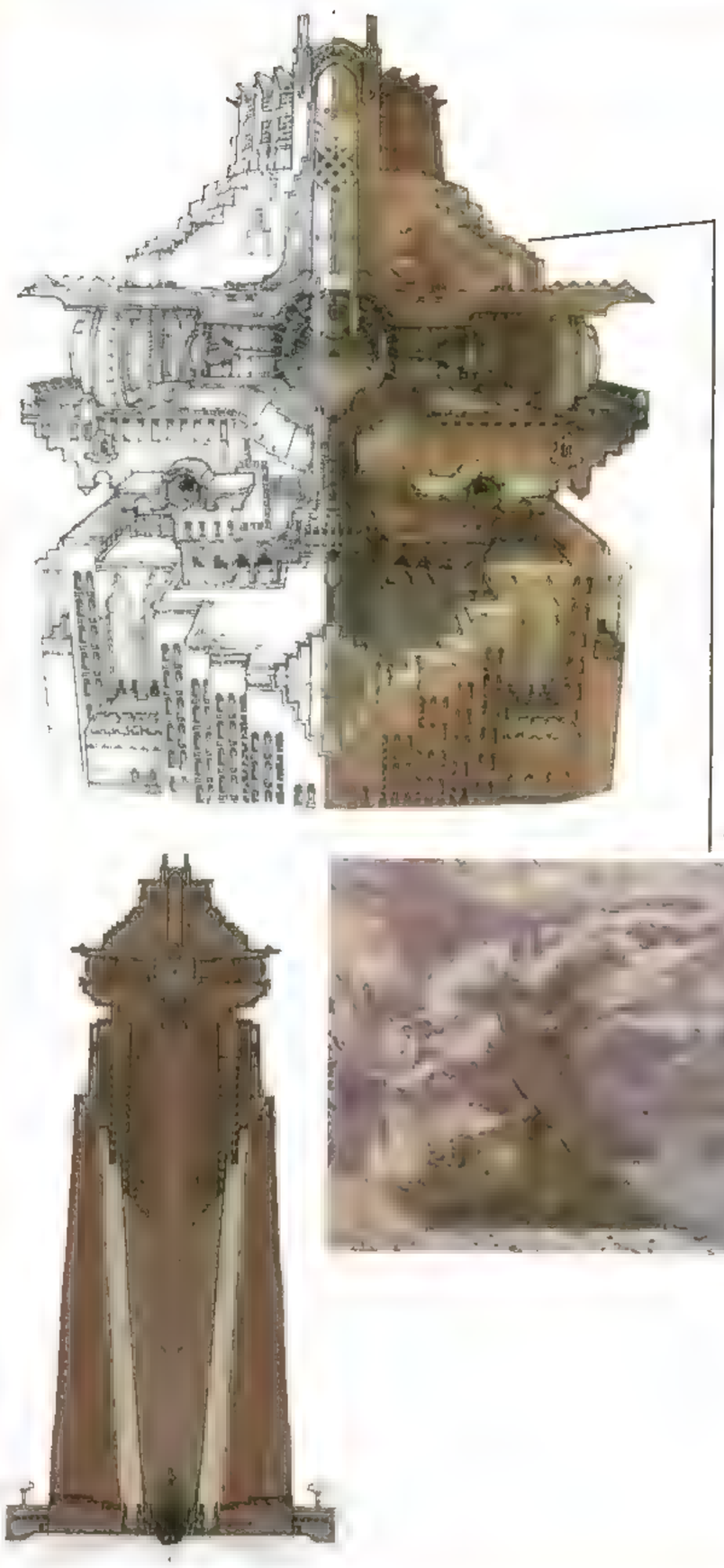
▸ Imperial Palace Tip



▸ Office

Draklor Laboratory

The empire's weapons research facility located in the northeast of the imperial city of Archades. Research is conducted here on military airships, magic, magicite, and more. The facility is under tight security to prevent the leaking of classified information.

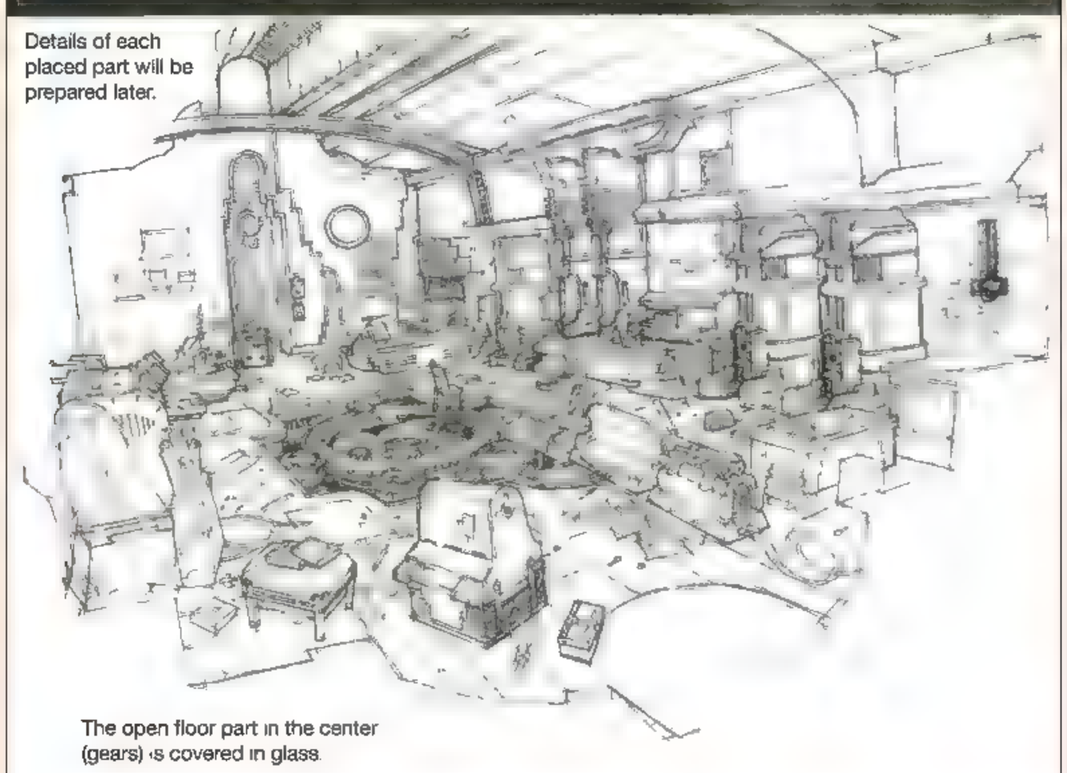


Wall painting

Outward Appearance



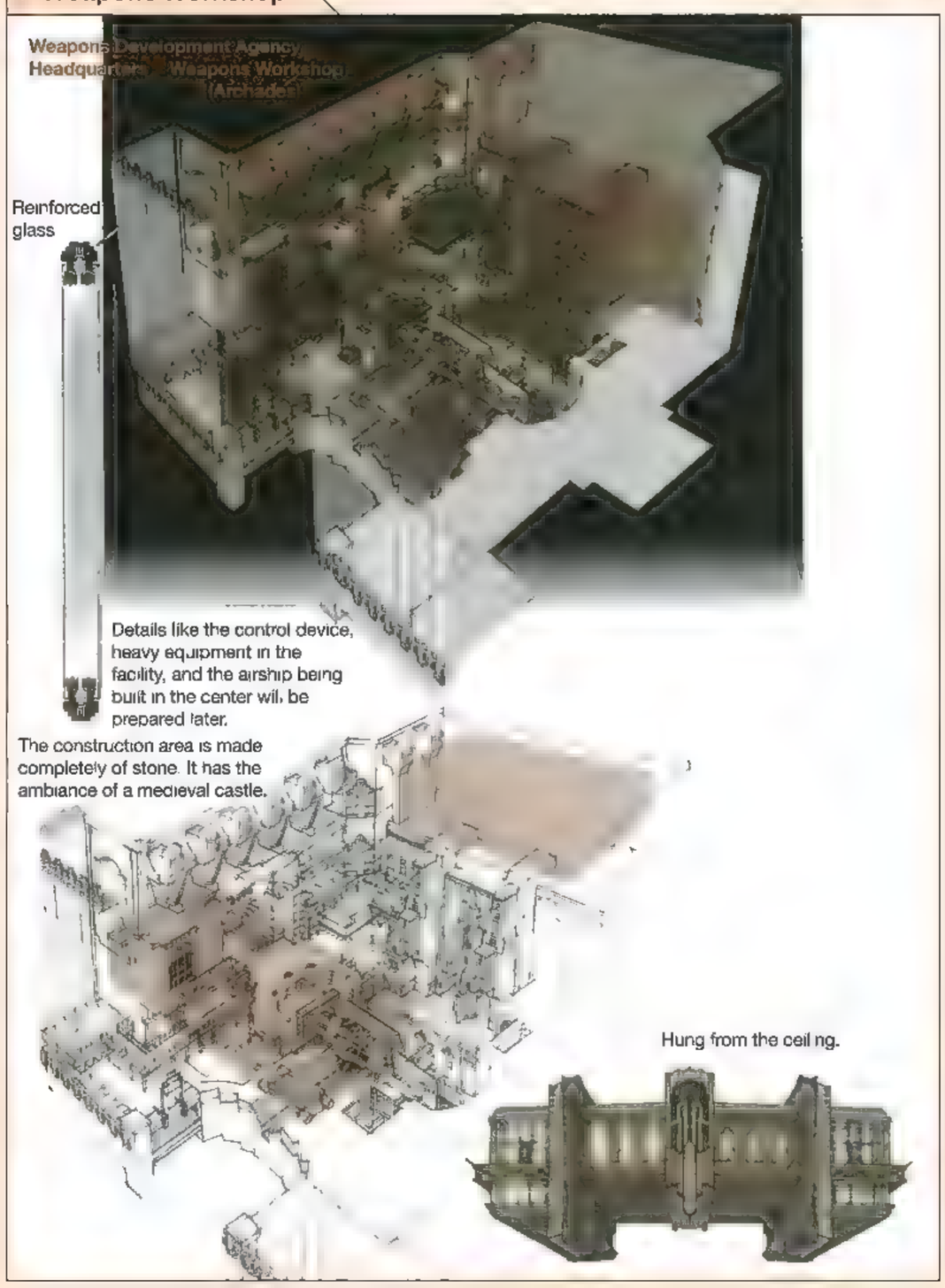
Details of each placed part will be prepared later.



The open floor part in the center (gears) is covered in glass.

Laboratory

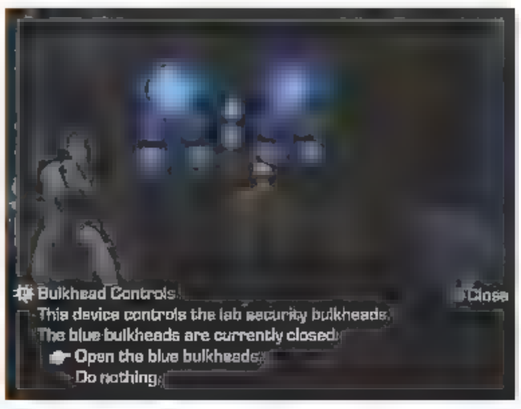
Weapons Workshop



Memorable **Location**

Floor Hopping via Color Swapping

The interior of Draklor Laboratory is partitioned between two types of cement walls—red and blue—with only one color able to be opened at a time. Within the facility, the party must use wall control panels to swap between both colors as they make their way to Dr. Cid.



Balfonheim Port

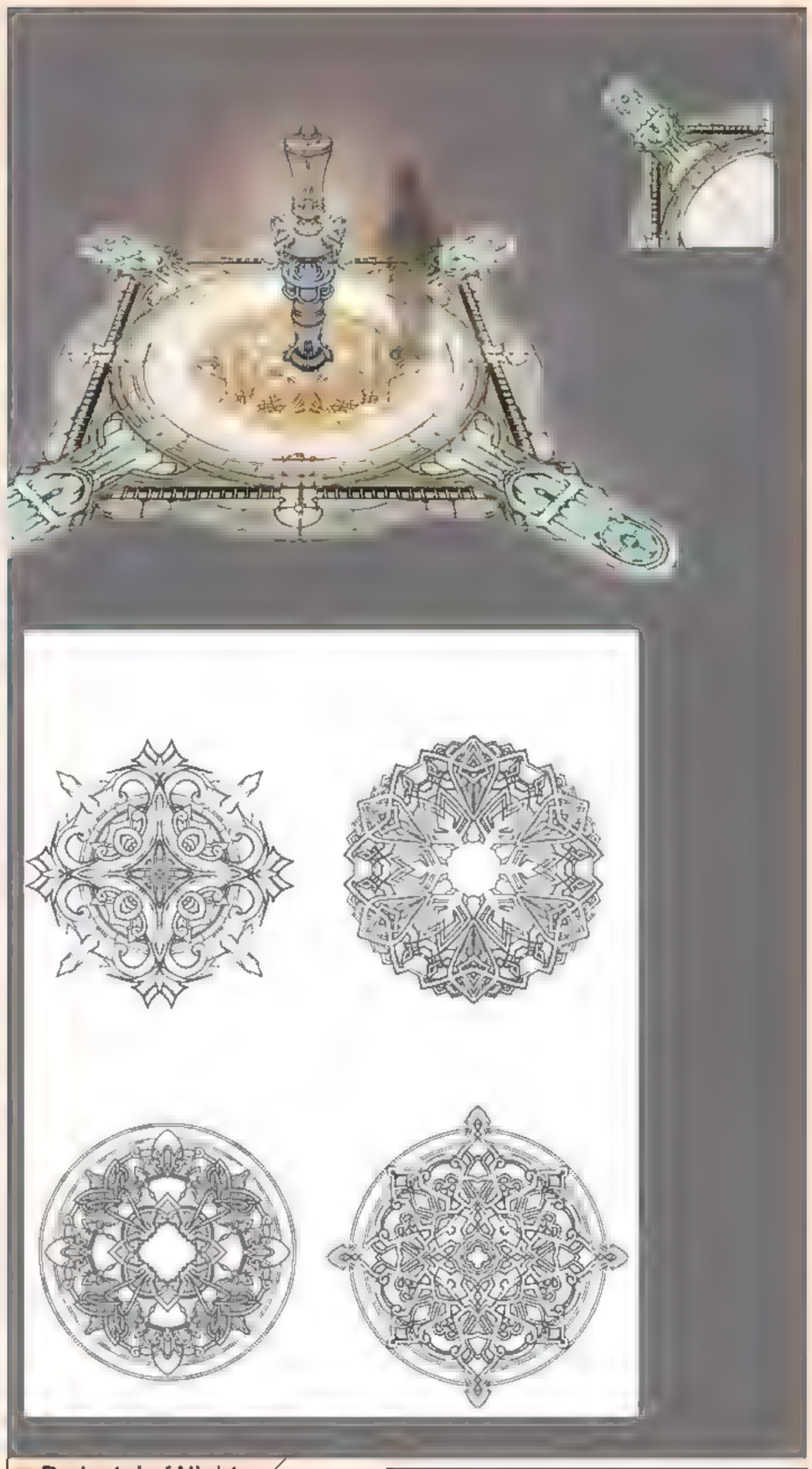
A port on the Naldoan Sea, popular with fishermen and marine transports. Despite its affiliation with Archadia, it enjoys autonomy thanks to hefty offerings made to the empire. The port is rife with sky pirates and other rough characters.



▸ Full View

Ancient City of Giruvegan

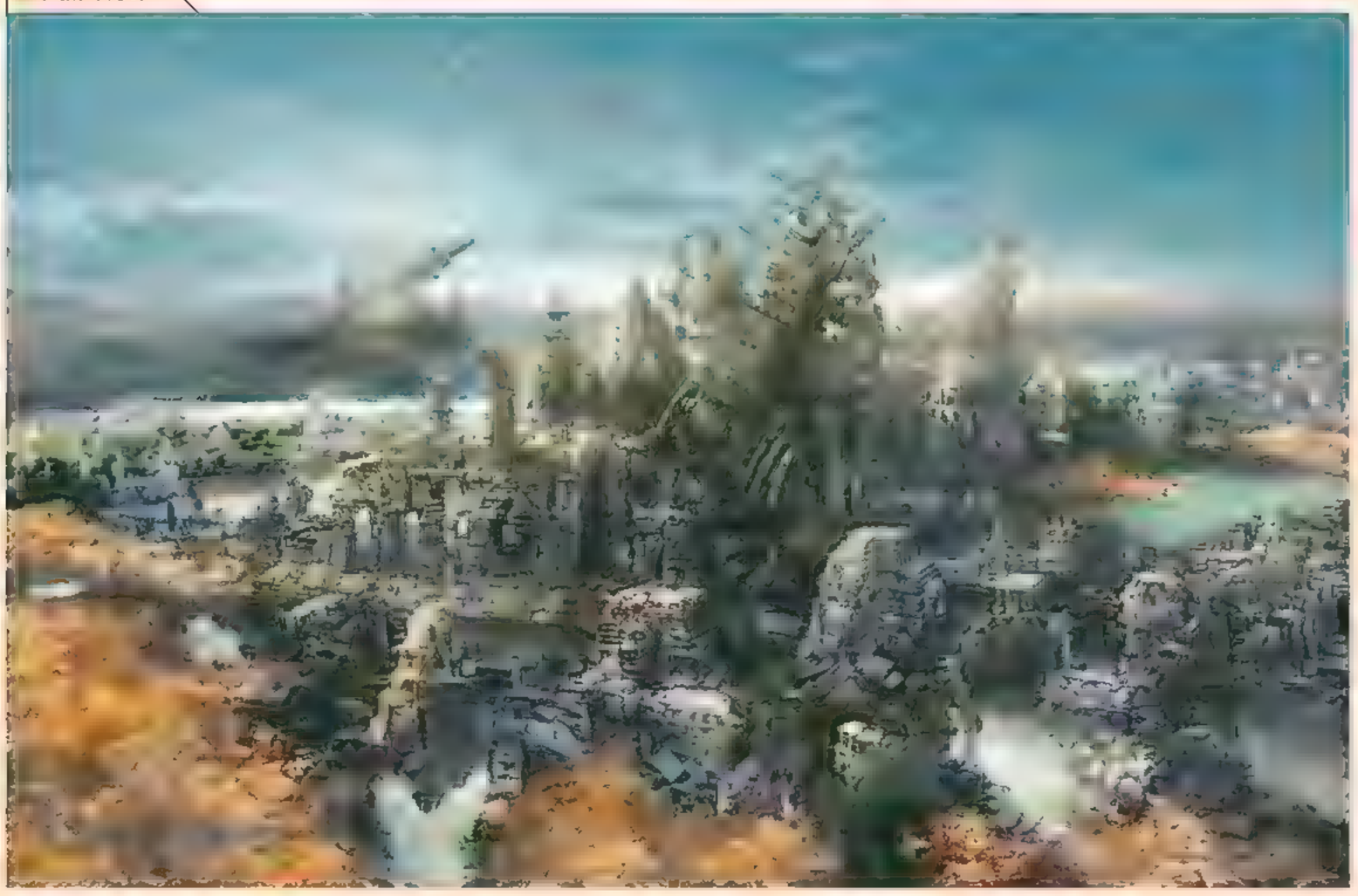
Mysterious ruins standing solemnly in the Jagd Difohr region of Kerwon. They are said to be the remains of a legendary civilization that flourished in the distant past, and many strange devices can be seen throughout the ruins.



▸ Pedestal of Night

The emblems at the bottom of the model sheet were suggestions for designs that would appear when teleportation devices were activated, including designs for places outside of Giruvegan. Top left is for the Tomb of Raithwall, bottom left is the Stilshrine of Miriam, top right is the Pharos at Ridorana, and bottom right is Giruvegan.

▸ Full View

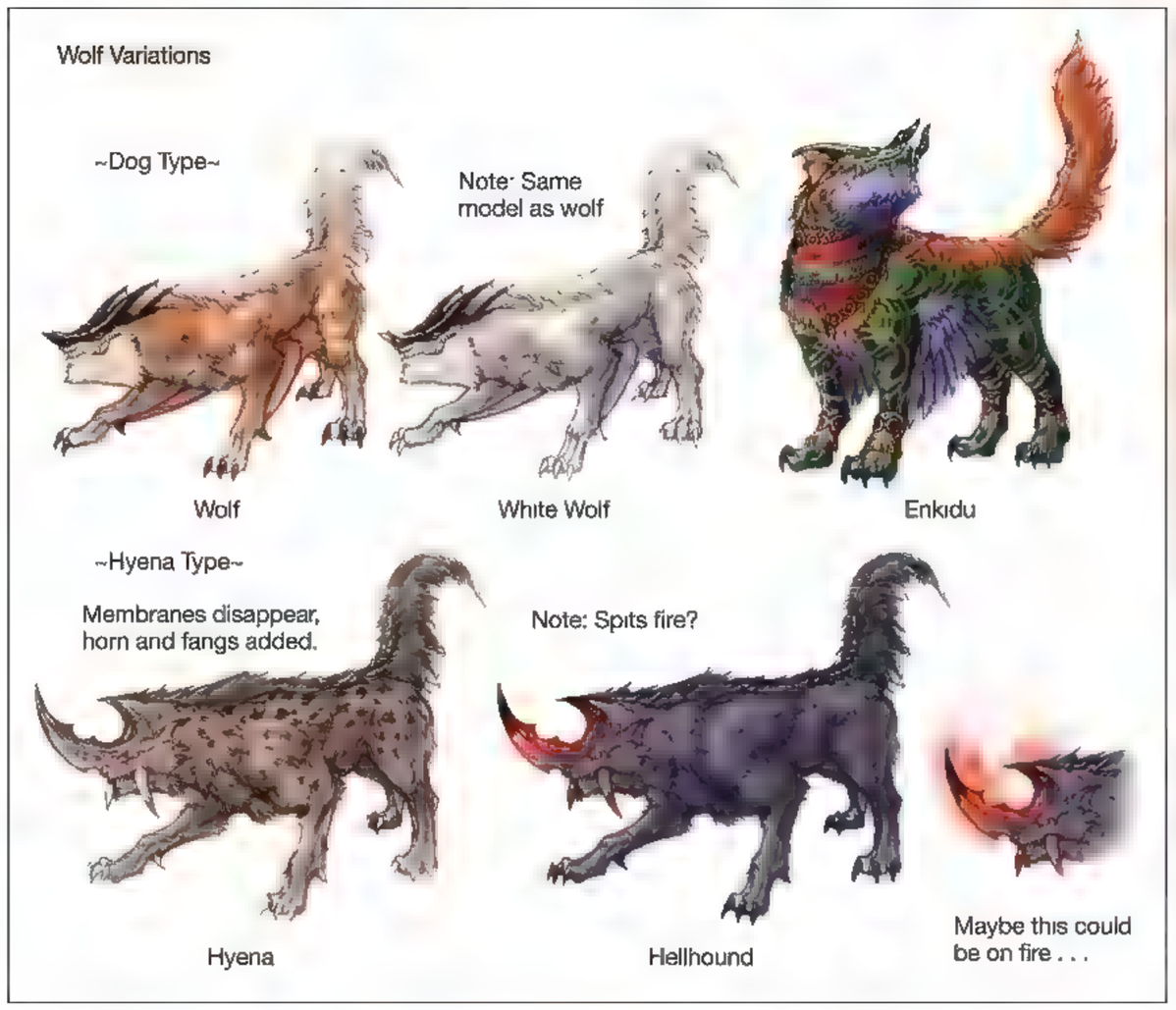


Necrohol of Nabudis

The ruins of Verdpale Palace, which was once the castle of Nabradia. Two years before the adventure begins, a piece of nethicite known as the Midnight Shard was activated and turned the entire area into wetlands covered in Mist. The palace fell into ruin and is now occupied only by spirits and brutal Baknamy demihumans.



MONSTERS





Wolf Types

ウルフほか [Urufu Hoka]

Fiends that use agility and sharp fangs to hunt their prey. These creatures consumed the flesh of other monsters, which caused them to take on their physical properties and become monstrous beings themselves. Several monster types were designed with this in mind.

Cockatrice Types



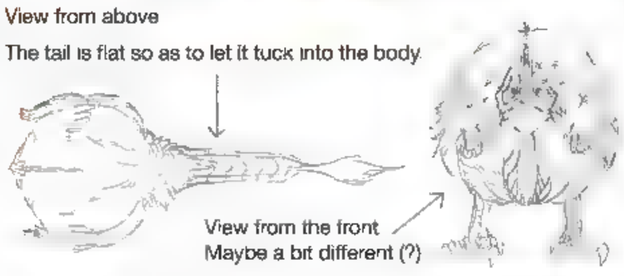
コッカトリスほか [Kokkatorisu Hoka]

Birds that live in arid regions such as deserts. The idea that cockatrices could fold their limbs and tails and roll around as a ball is used in the final game as part of the creatures' idle animations.





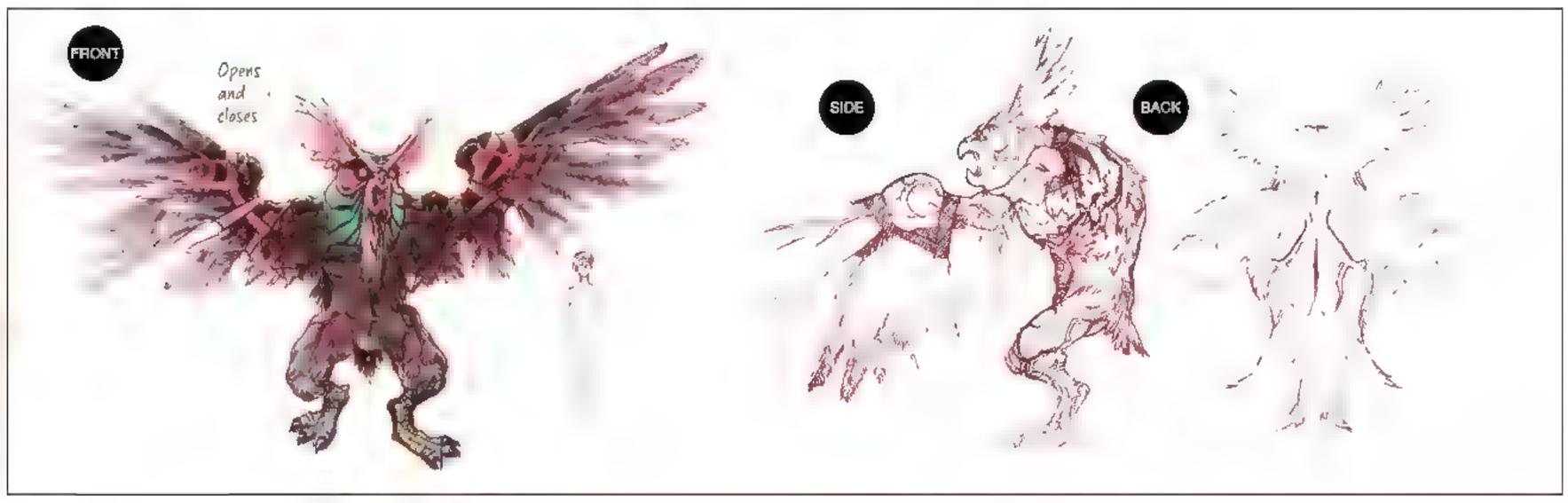
- Legs fold up and its tail tucks in, letting it roll around to move (does walk sometimes).
- As round as possible (pay attention to the shape).
- Has a rolling tackle attack.

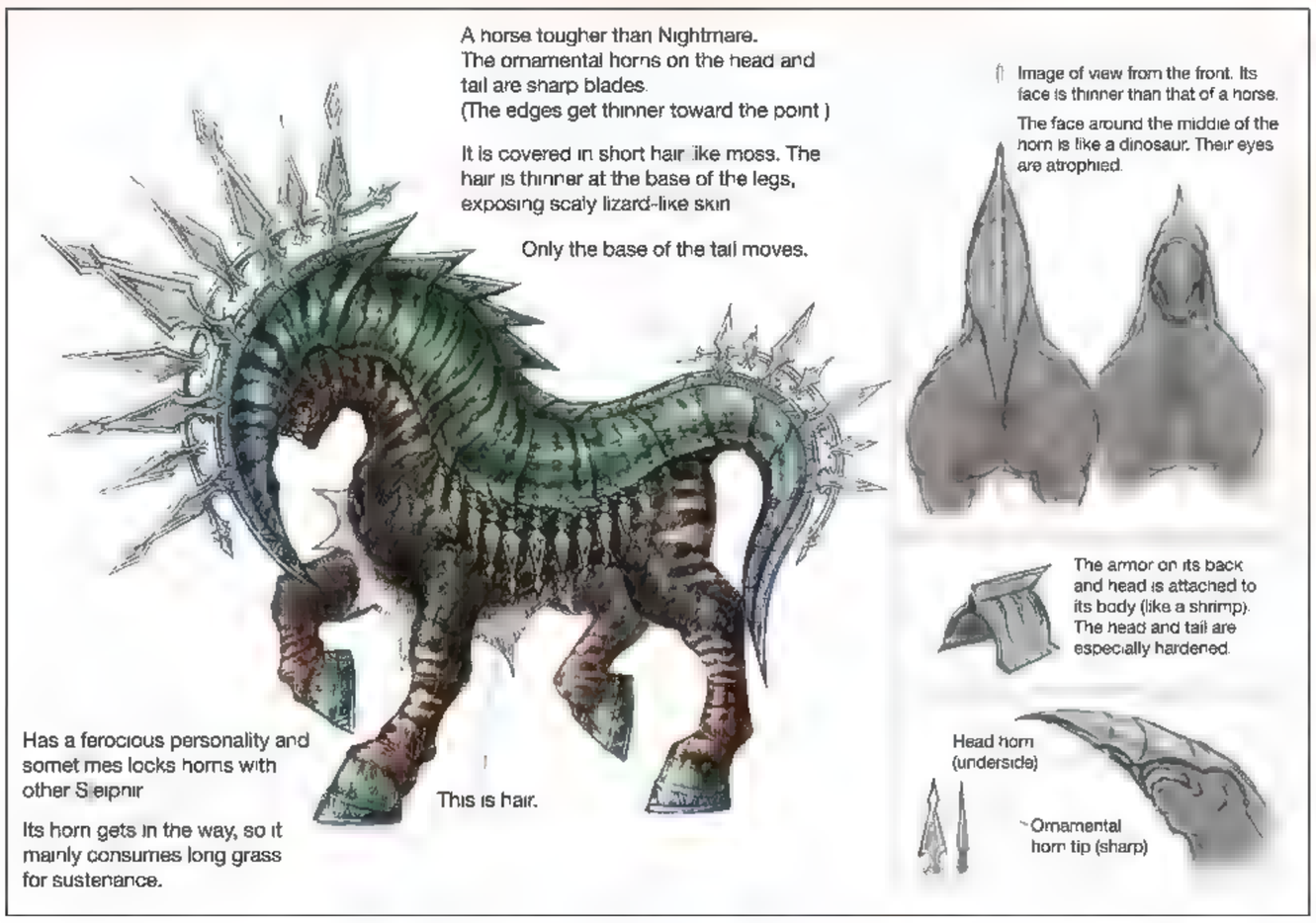


Urstrix

オウルベア [Ōrubea]









Sleipnir

スレイプニル [Sureipuniru]

Feral versions of monsters trained by a country to act as war horses for cavalry. Armor covers their bodies from head to tail. It attaches much like the shell of a shrimp.

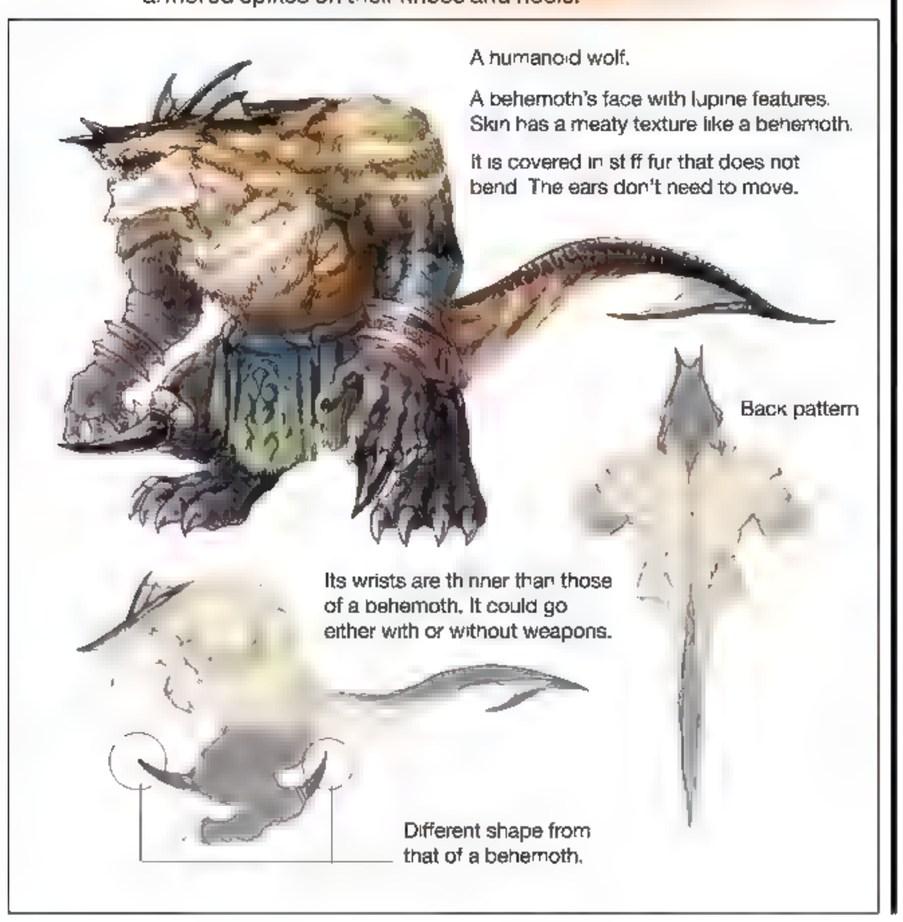


Werewolf

ウェアウルフ [Weaurufu]

Bandits who consumed wolf meat and became infected with a pathogen that transformed them into monsters. Their bodies resemble those of behemoths, but differences can be seen in the armored spikes on their knees and heels.





Giza Rabbit



ギーザラビット [Gīzarabitto]

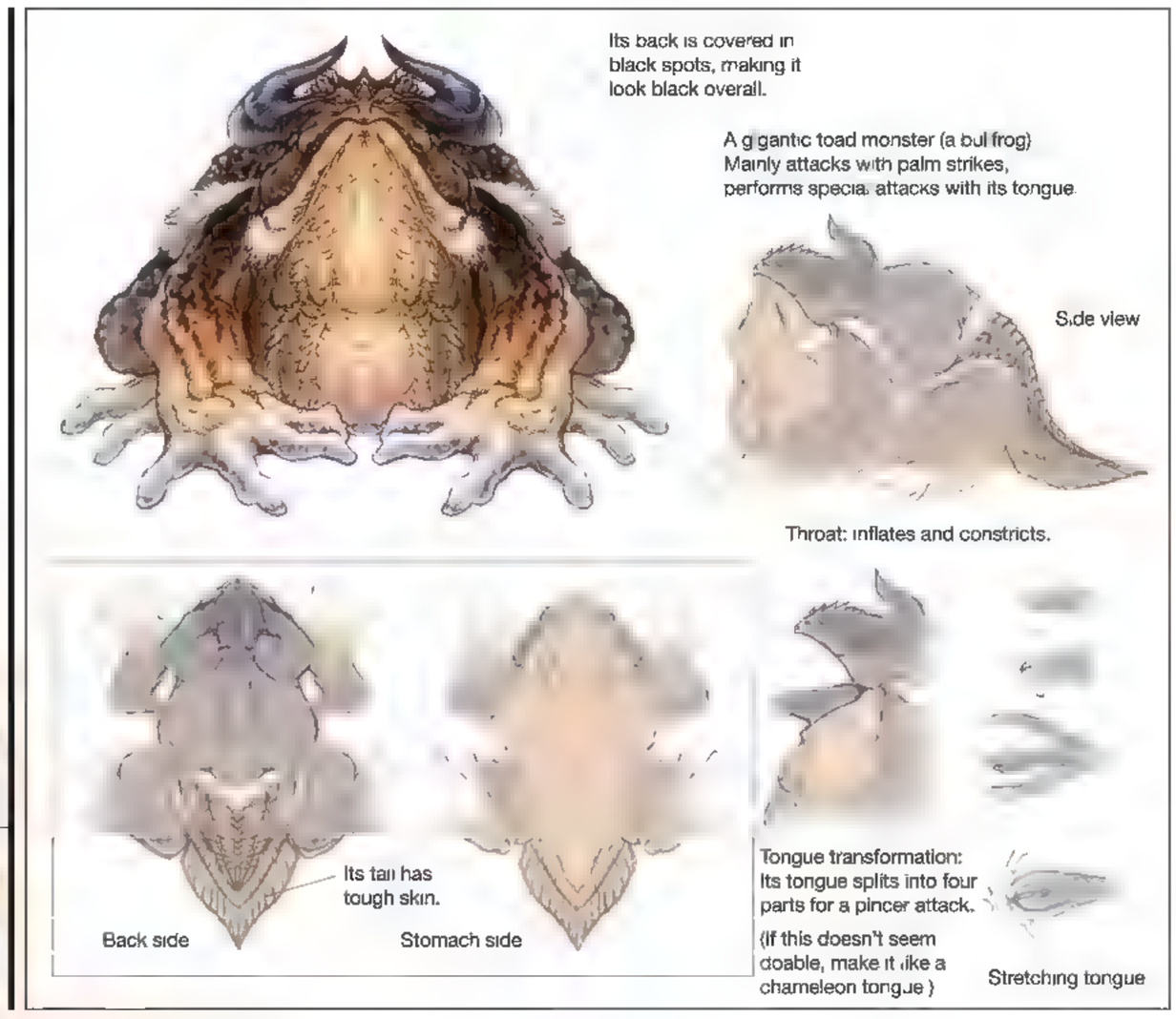


Slaven

スレイヴ [Sureivu]

This massive monster resembles a large head with legs growing out of its base. The sketch below reflects their initial purpose; they would appear not only as enemies, but also as transport for people and goods in place of chocobos.



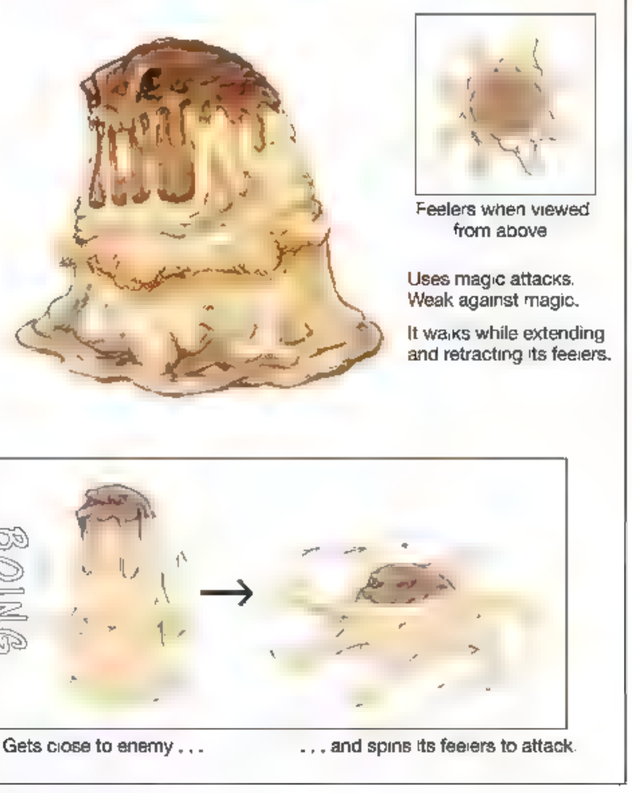


Gigantoad



ギガントード [Gigantōdo]

A massive toad appearing in the wetlands and waterways around Dalmasca. Precise details are recorded here, including the creature's tongue movements, the feel of its skin, and its general coloration.





Flan

プリン [Purin]

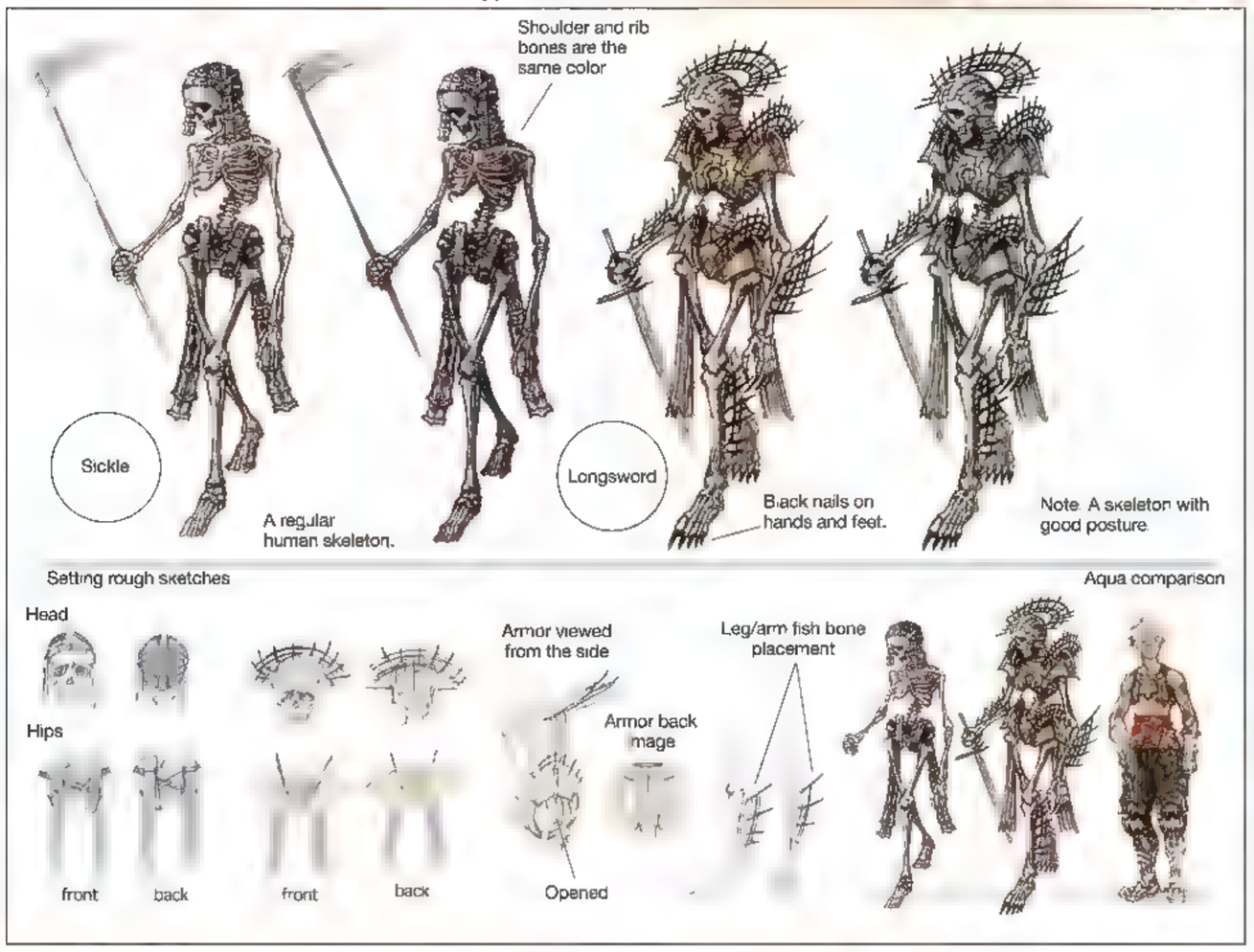
An amorphous monster that has appeared in many *Final Fantasy* titles. In this game it resembles actual flan, with a burnt brown head atop a yellow body.



Skeleton Types

スケルトンほか [Sukeruton Hoka]

Spirits that animate the bones of those who died in mines or other underground places. Coloring, weapons, and armor differ for each type of skeleton.

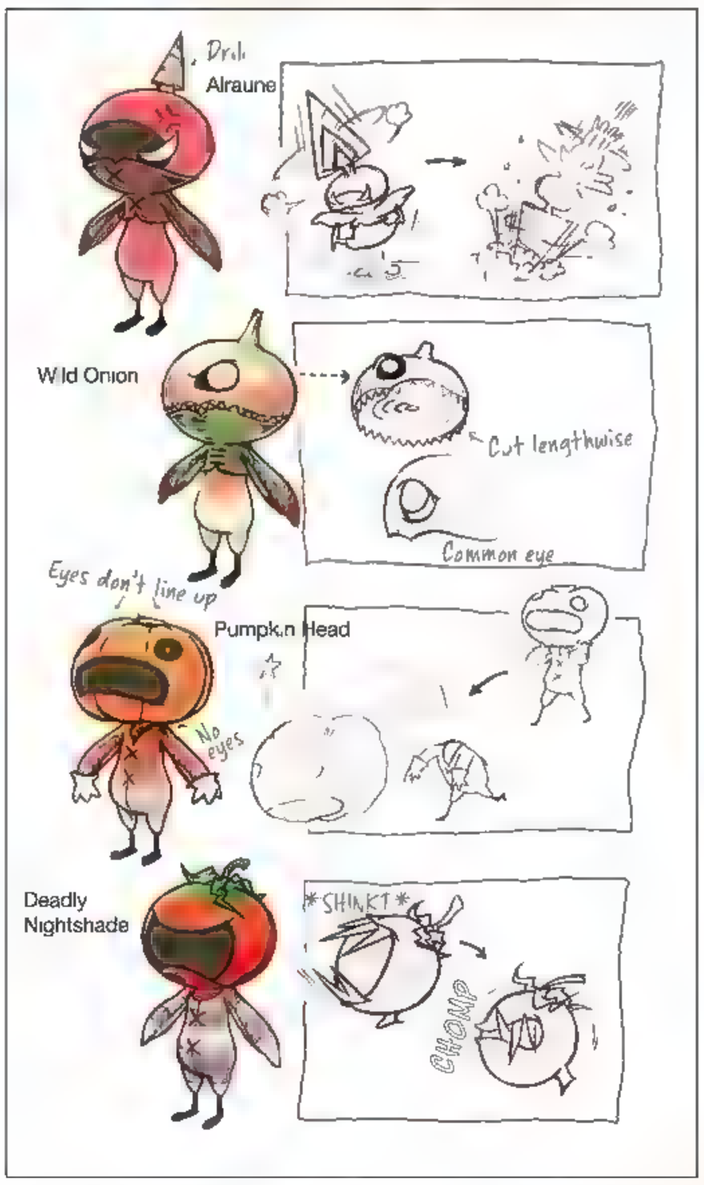




Alraune Types

アルラウネほか [Aruraune Hoka]

A subspecies of mandragoras capable of walking under their own power. Their heads resemble vegetables like pumpkins or onions, with unique attacks that match their appearance.

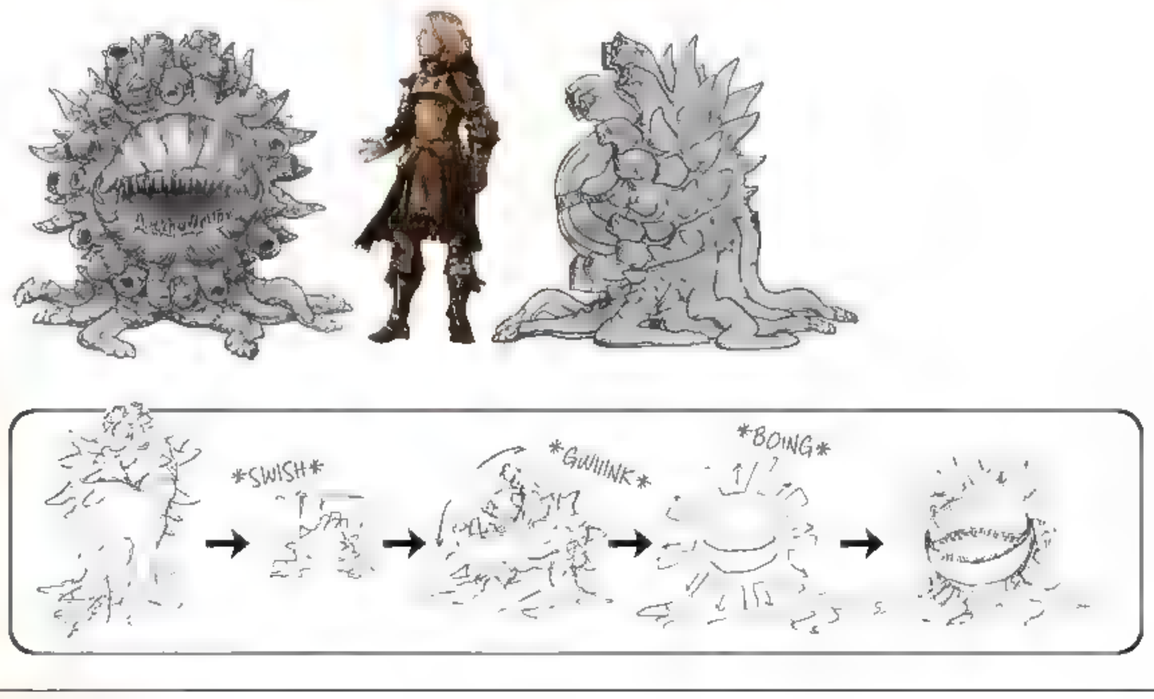


Memorable **Feature**

The Alraune Dream Team!

When the heroes visit Sochen Cave Palace midway through the story, they encounter the mandragoras: a boss team made of elite versions of alraune types, like the Mandragora Prince or the Alraune King. They may look funny, but their coordinated attacks are no joke.







Malboro

モルボル [Moruboru]

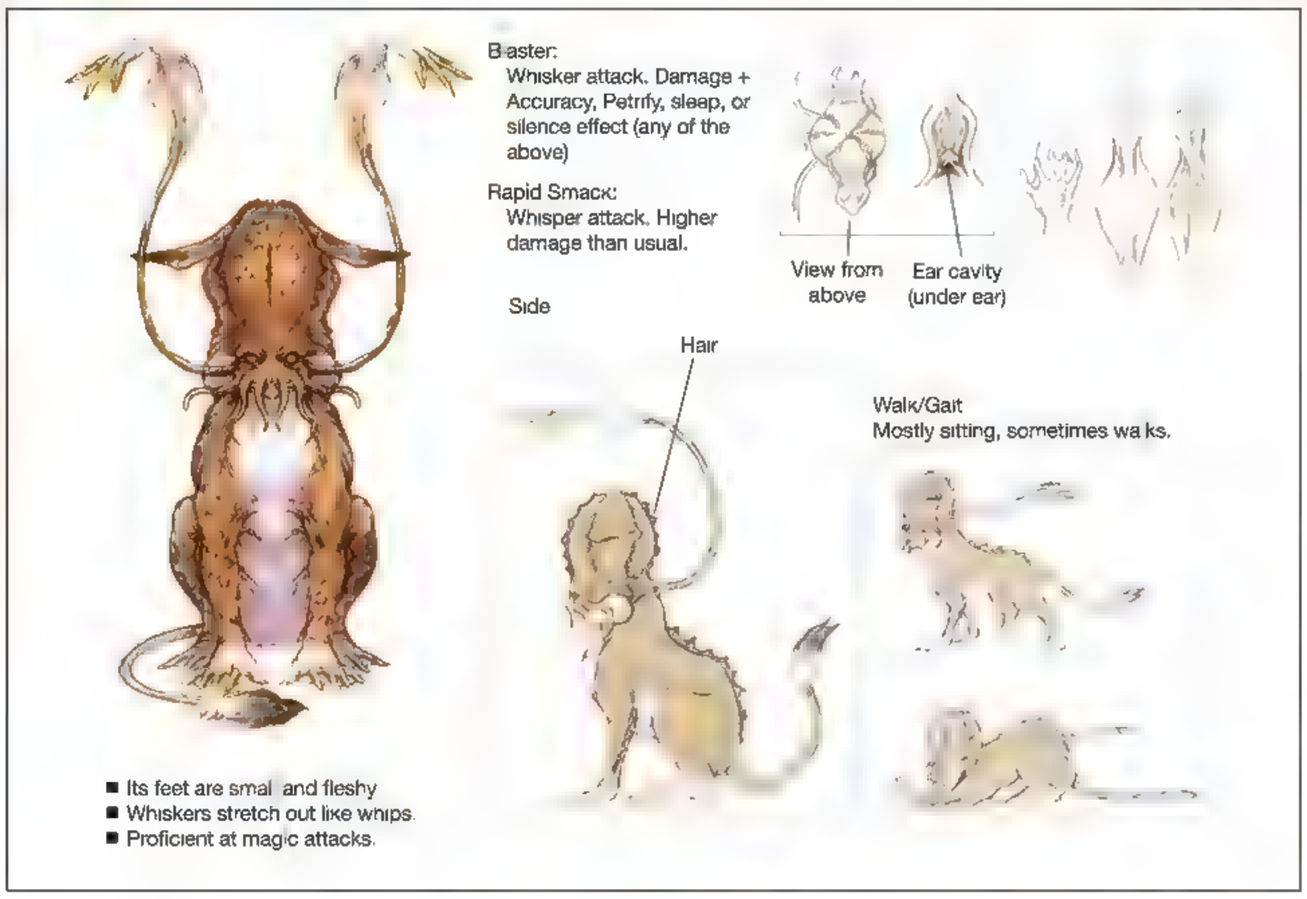
Like the flan, this monster is a familiar face in the *Final Fantasy* series. When malboros sense the player and enter battle mode, they hide their sharp teeth before suddenly revealing themselves, as shown in the model sheet (right).



Coeurl

クァール [Kuāru]

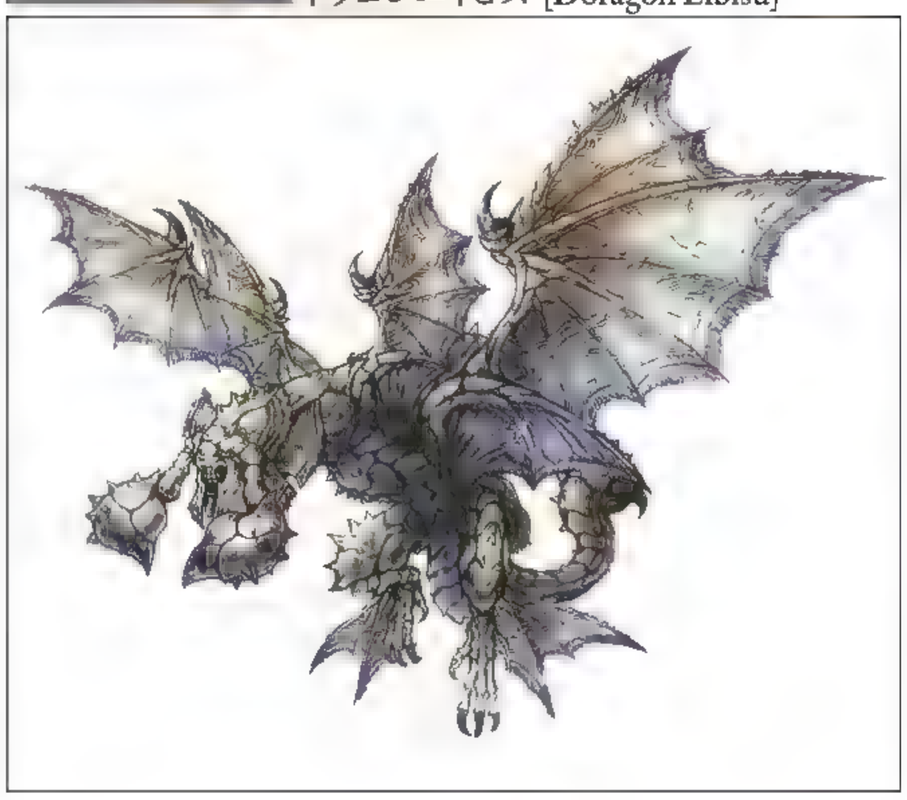
A monster whose whip-like whiskers are longer than its body. The webs between its fingers make the creature proficient at swimming and catching fish.

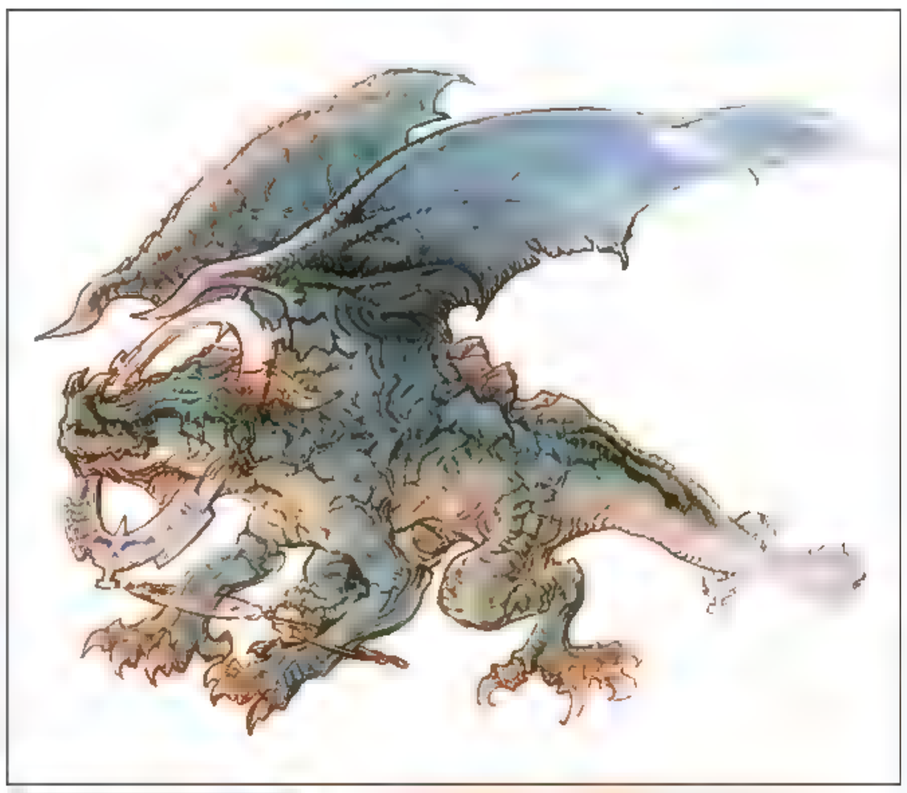




Dragon Aevis

ドラゴンエイビス [Doragon Eibisu]





Ring Wyrm

リングドラゴン [Ringu Doragon]

A dragon with a shining ring around its neck. The ring was just visual flair when this illustration was drawn, but later evolved a purpose: a relic used by a forgotten king to seal the beast inside a sandstorm.



Vinuskar

ヴィヌスカラ [Vuinusukara]

An artificial dragon created in ancient times to serve as a guardian of the Stilshrine of Miriam. Its body is made of metal, and it carries an array of weapons.



Memorable **Feature**

Heavy Metal Battle in the Magnetic Field

Some of the battles in *Final Fantasy XII* have negative or abnormal effects that can only occur during that battle. In the fight against Vinuskar, equipping metal items onto the characters increases their charge time (making it take longer to execute a command). Talk about feeling the weight of your decisions . . .



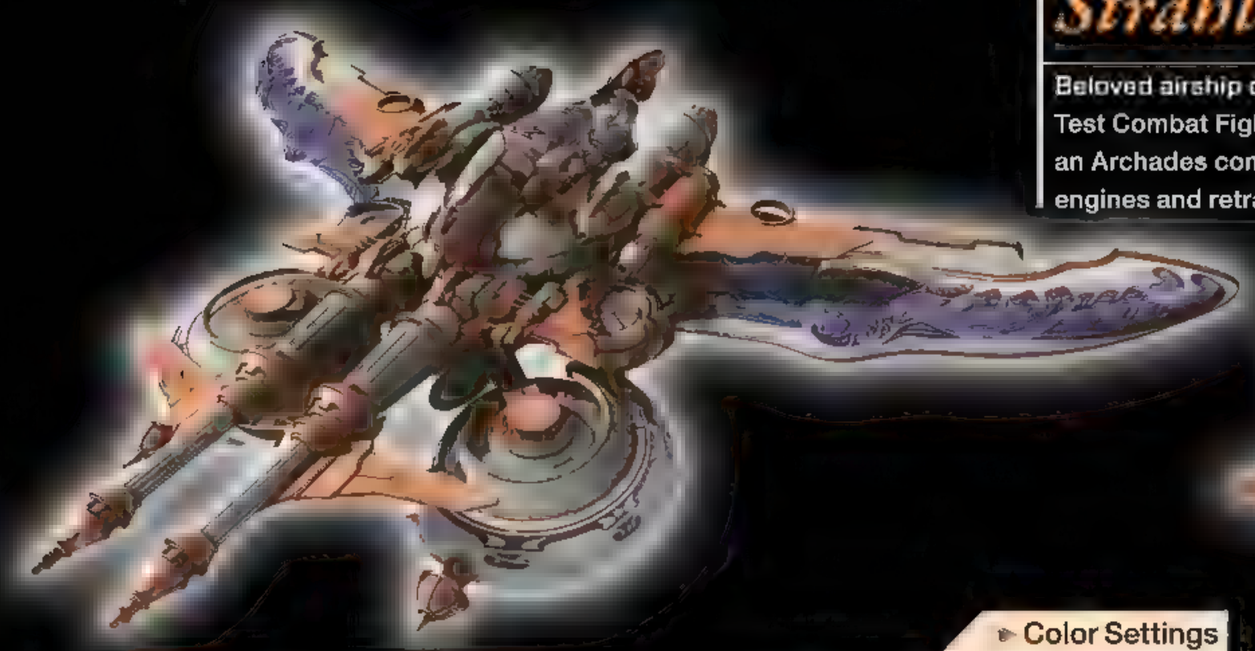
FINAL FANTASY XII

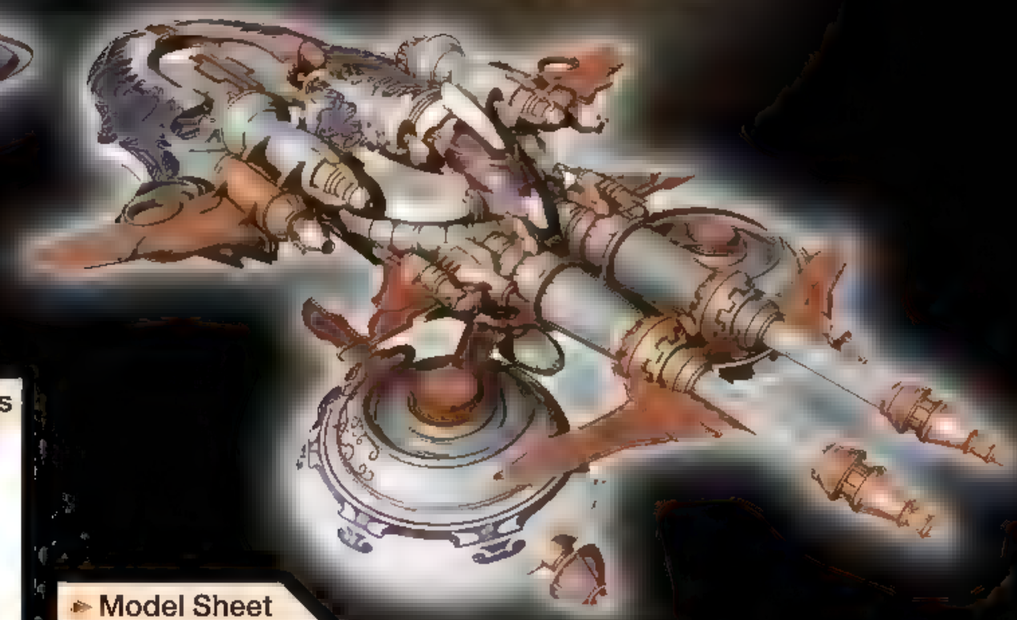
EXTRA CONTENT

VEHICLES

Strahl

Beloved airship of the sky pirate Balthier. Its official name is the YPA-GB47 Test Combat Fighter, having originally been built as a military prototype by an Archades company known as YPA. It comes equipped with six glossair engines and retractable wings, which give it incredible maneuverability.

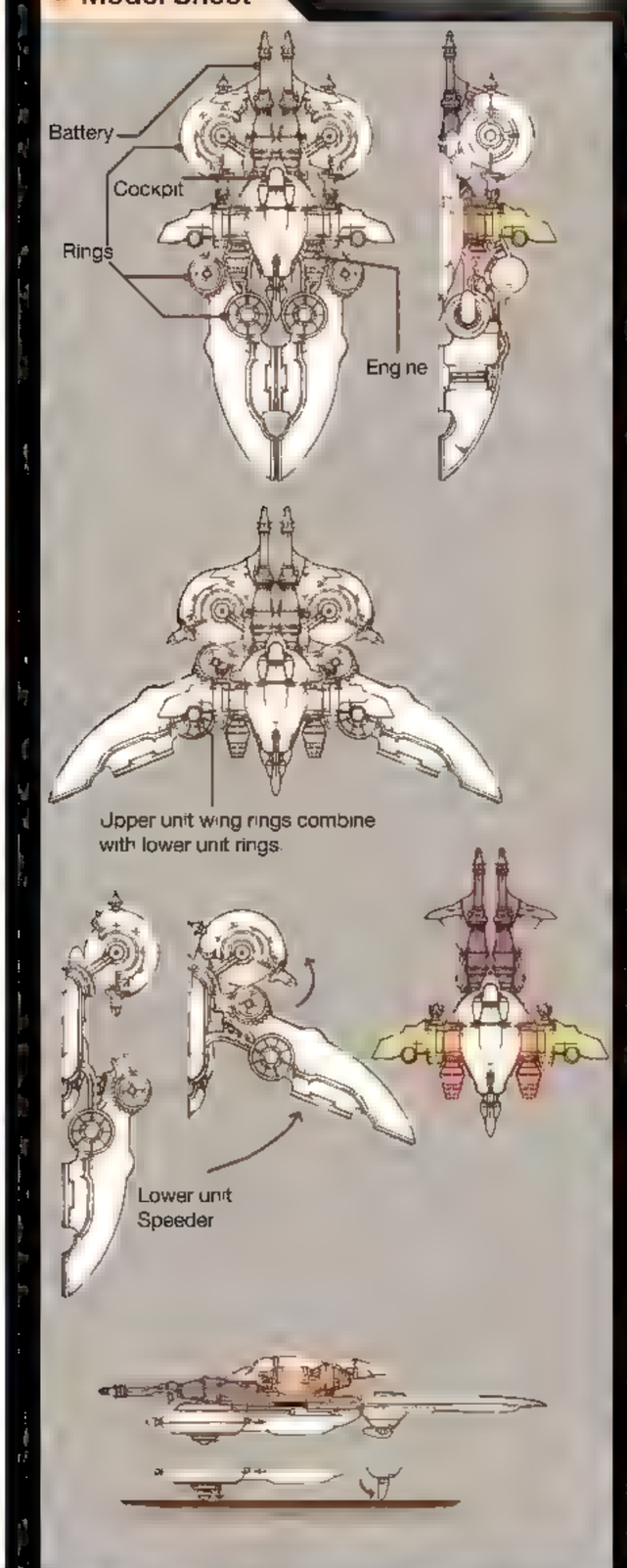




Color Settings



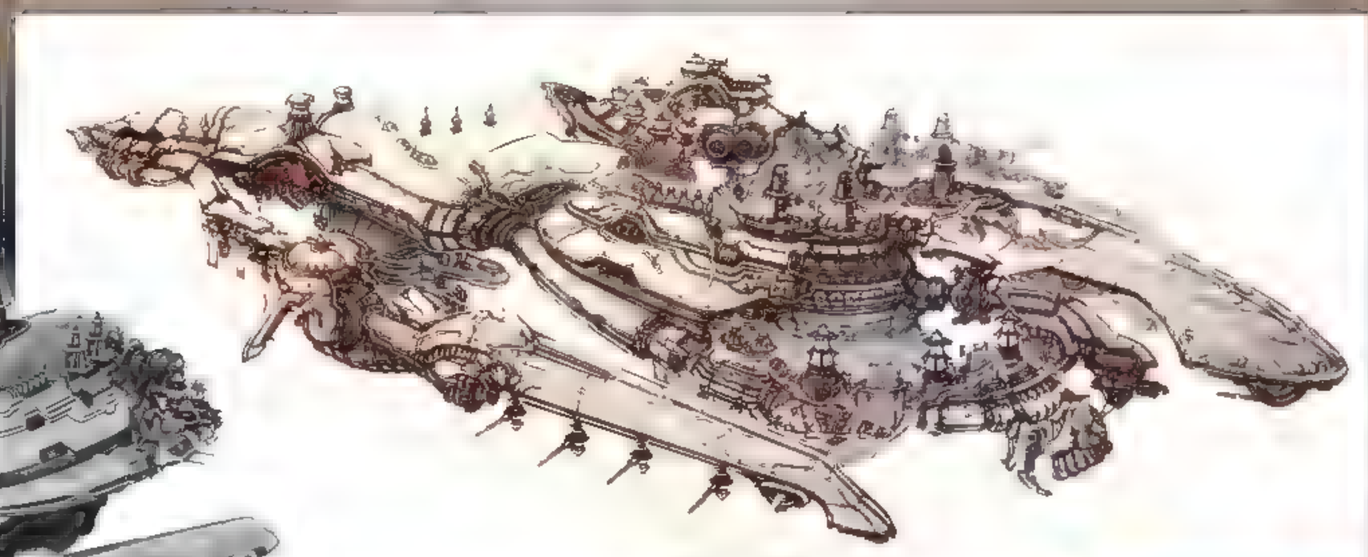
Model Sheet



Leviathan

A no. 1 dreadnought-class airship and the flagship of the Archadian Imperial Army's Eighth Fleet. The *Leviathan* is outfitted with sky-stone specially designed to deal with Jagd territories, which allows it to function in areas where normal airships are grounded.





▸ Sketch for CG

Memorable Scene

Destruction by the Dawn Shard

Leviathan captain Ghis takes possession of the Dawn Shard, a piece of nethicite bestowed by the "gods." Ignoring orders, he tries to test the stone's power himself. This unleashes the raw power of the Dawn Shard, triggering a huge explosion aboard the airship. The dreadnought is destroyed in a fireball, which catches the surrounding ships in its blast wave. The entire Eighth Fleet is lost in an instant.

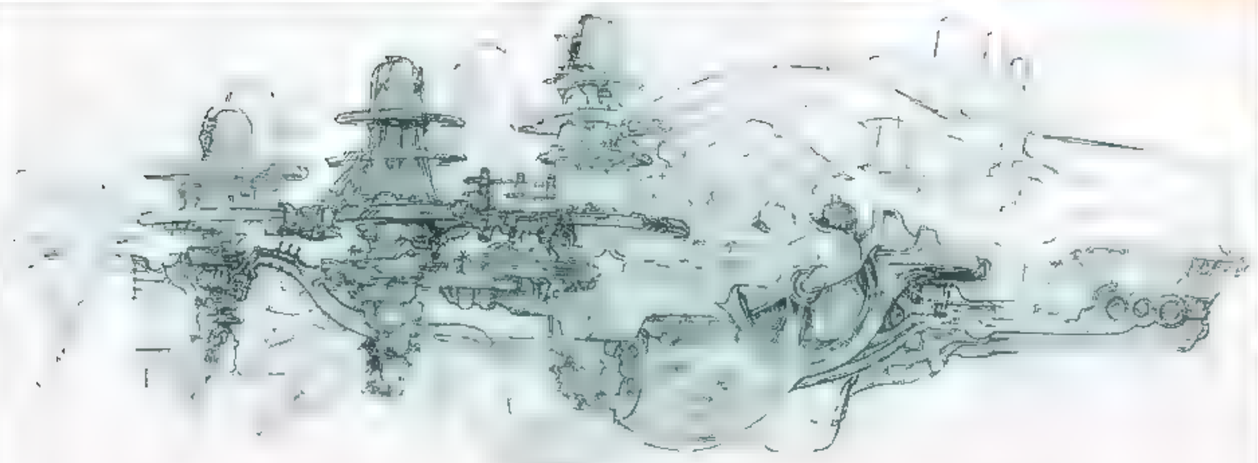


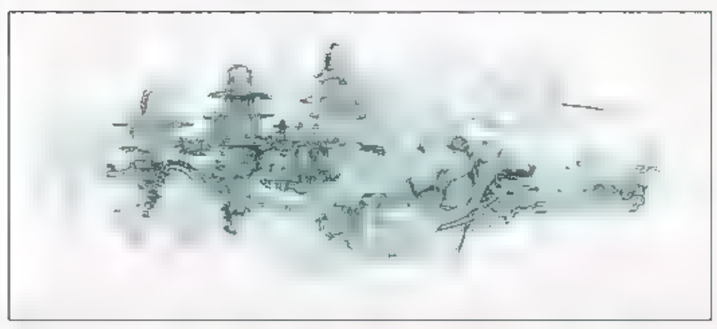
Ifrit

A subclass of the no. 1 battlecruiser-class airship. Approximately three hundred meters in length, it is armed with a multitude of air raid cannons mounted in the vessel's front. Two years ago, the Ifrit class played a major role in Archadia's assault on Nalbina Fortress and later participates in the empire's battle against Resistance forces at Rabanastre's royal palace.



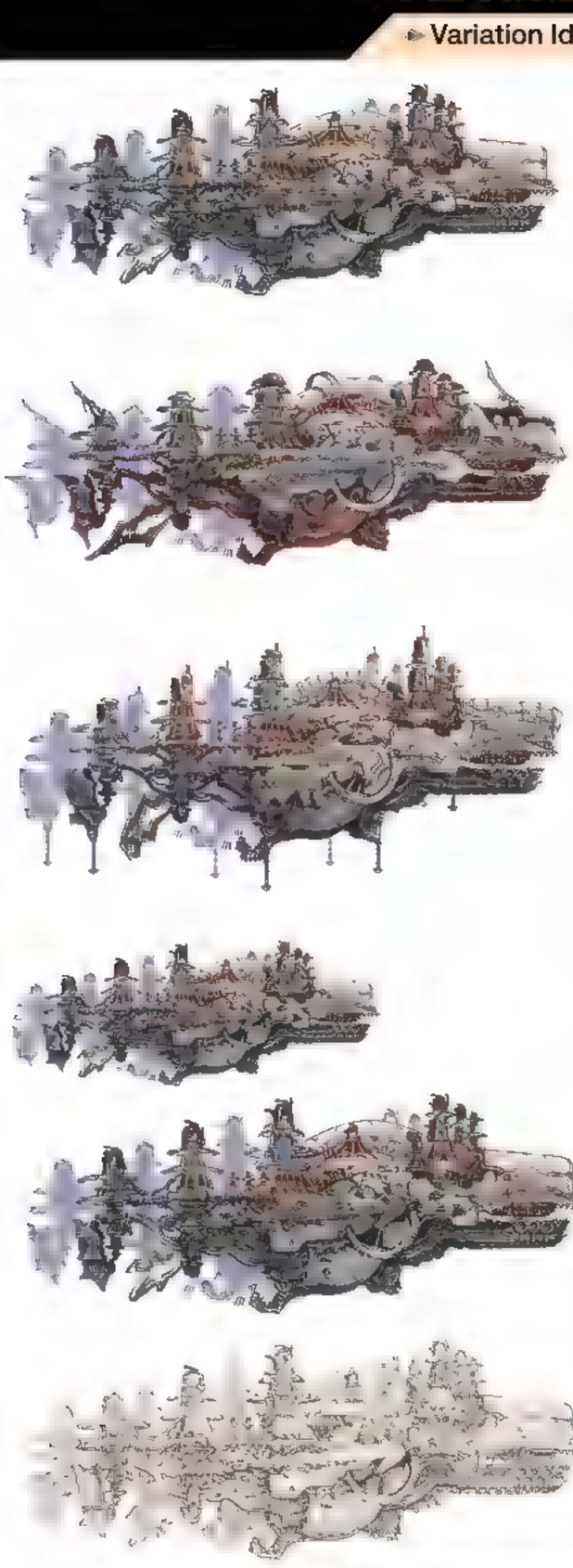
▸ Rough Sketches







▸ Variation Ideas





Alexander

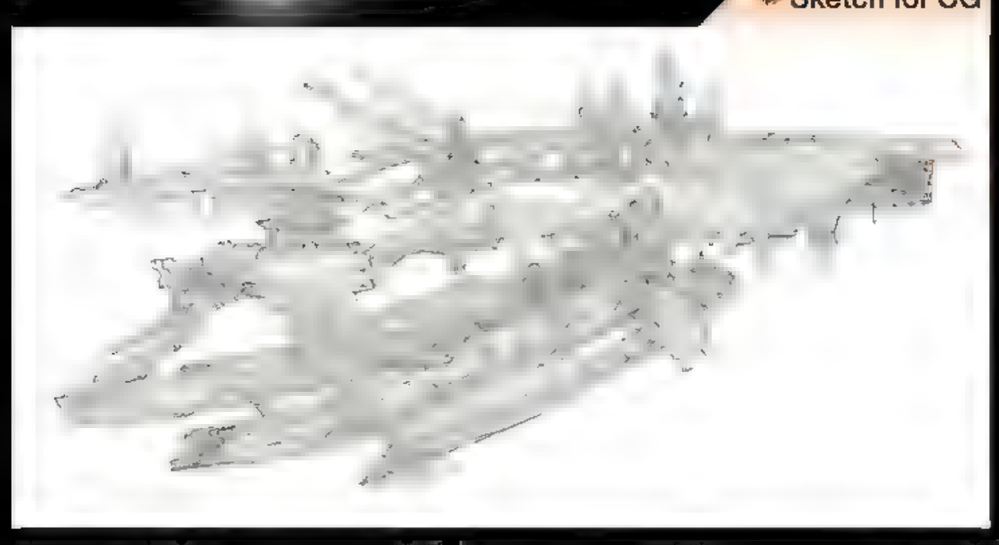
A no. 1 heavy carrier-class airship. Folded-up Valefor fighter craft hang from the wing-like protrusions on the sides.

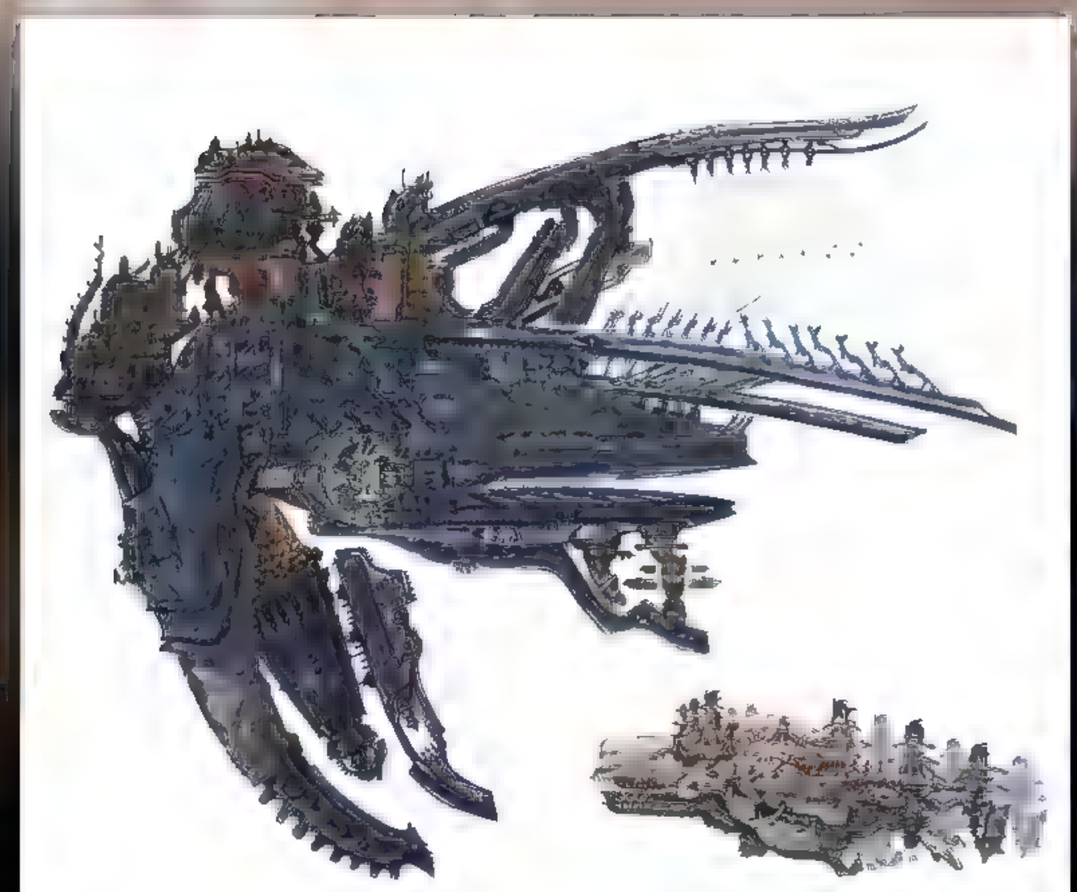
Shiva

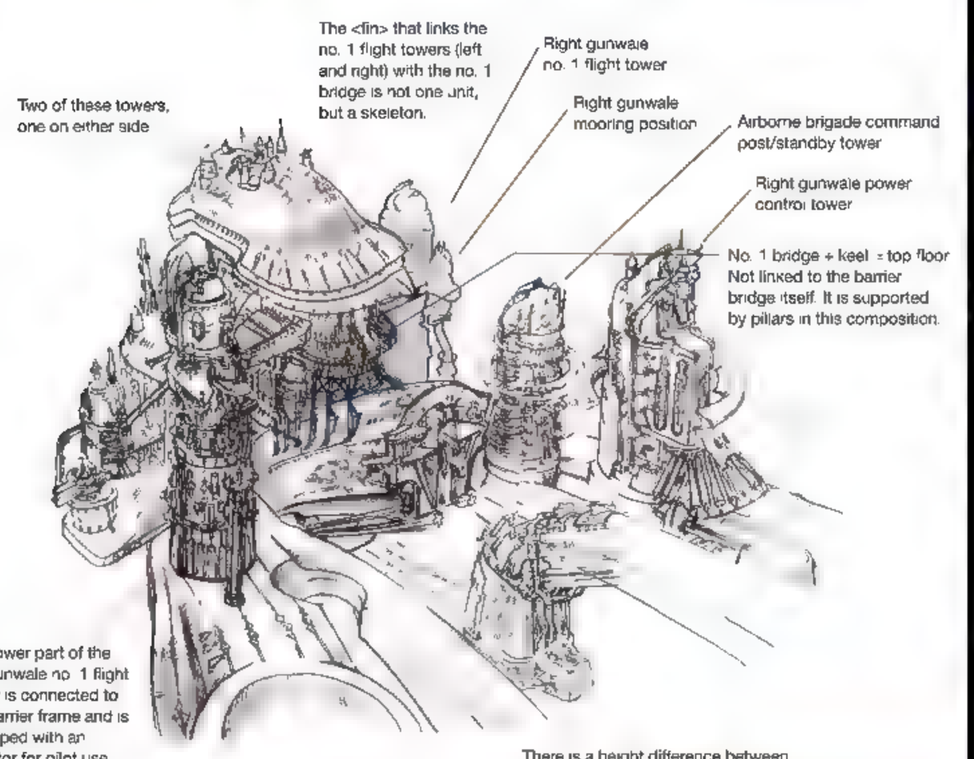
A new type of light cruiser deployed to the Eighth and Twelfth Fleets of the Archadian Imperial Army. Its curved, almost flowing design provides excellent mobility at the cost of armor.



▸ Sketch for CG







▸ Model Sheet

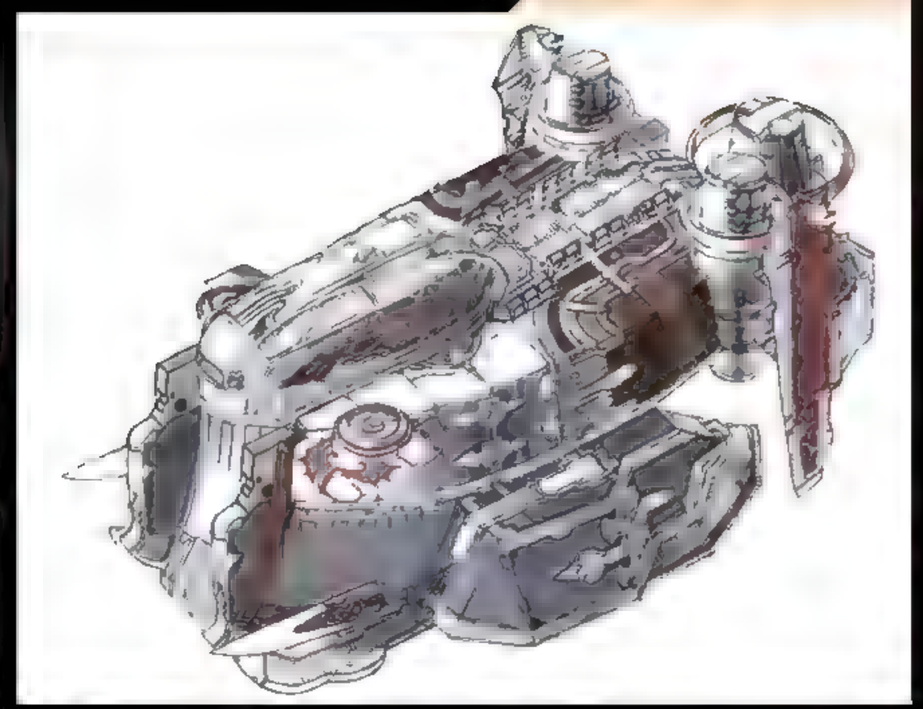
Atomos and Pandaemonium

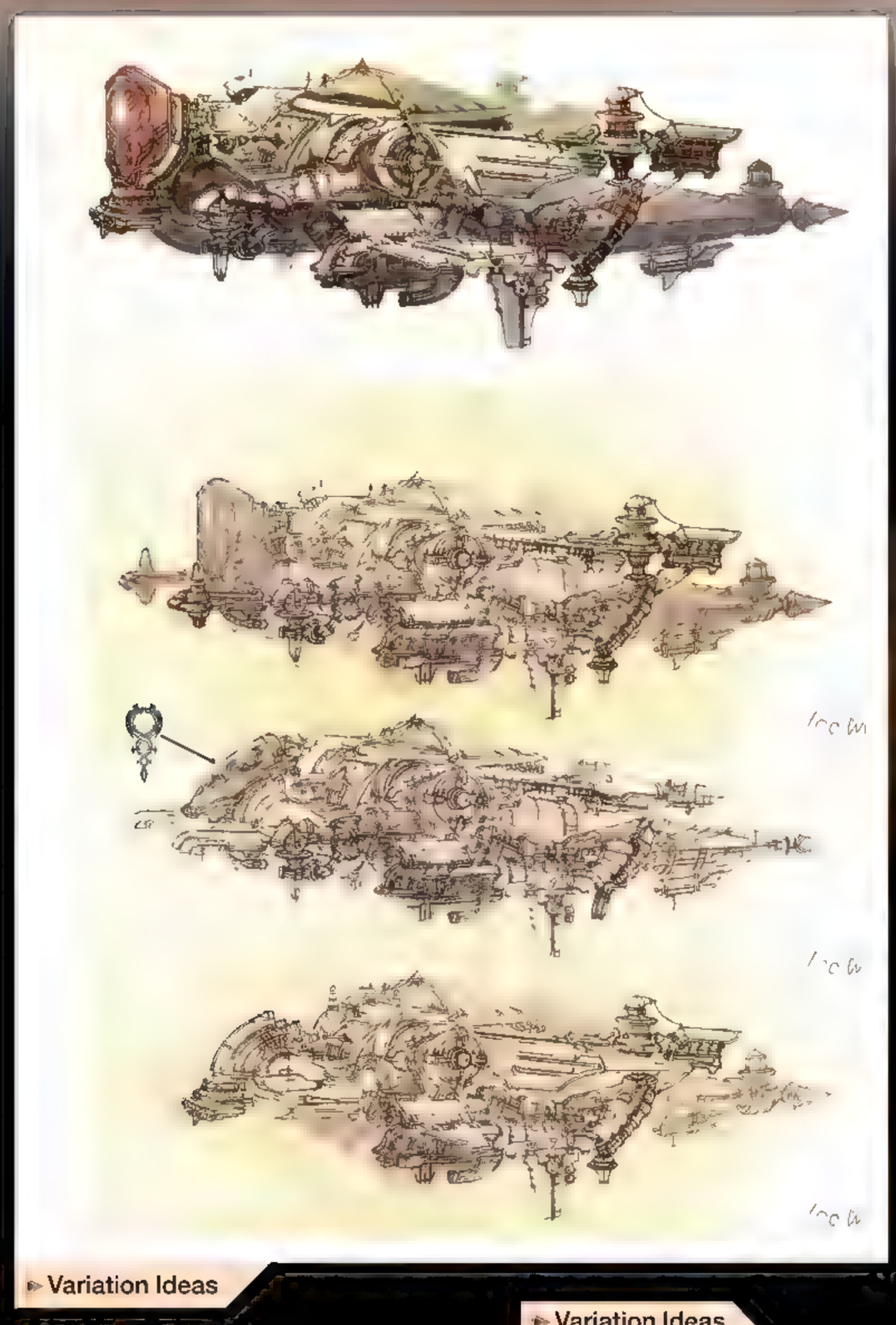
Light landing vessels of the Archadian Imperial Army. Atomos craft are deployed to vessels all across the fleet, serving as a transport for supplies and military personnel. Pandaemonium vessels are used exclusively by judges.



※ Note: Atomos (left), Pandaemonium (right)

▸ Atomos Sketch for CG





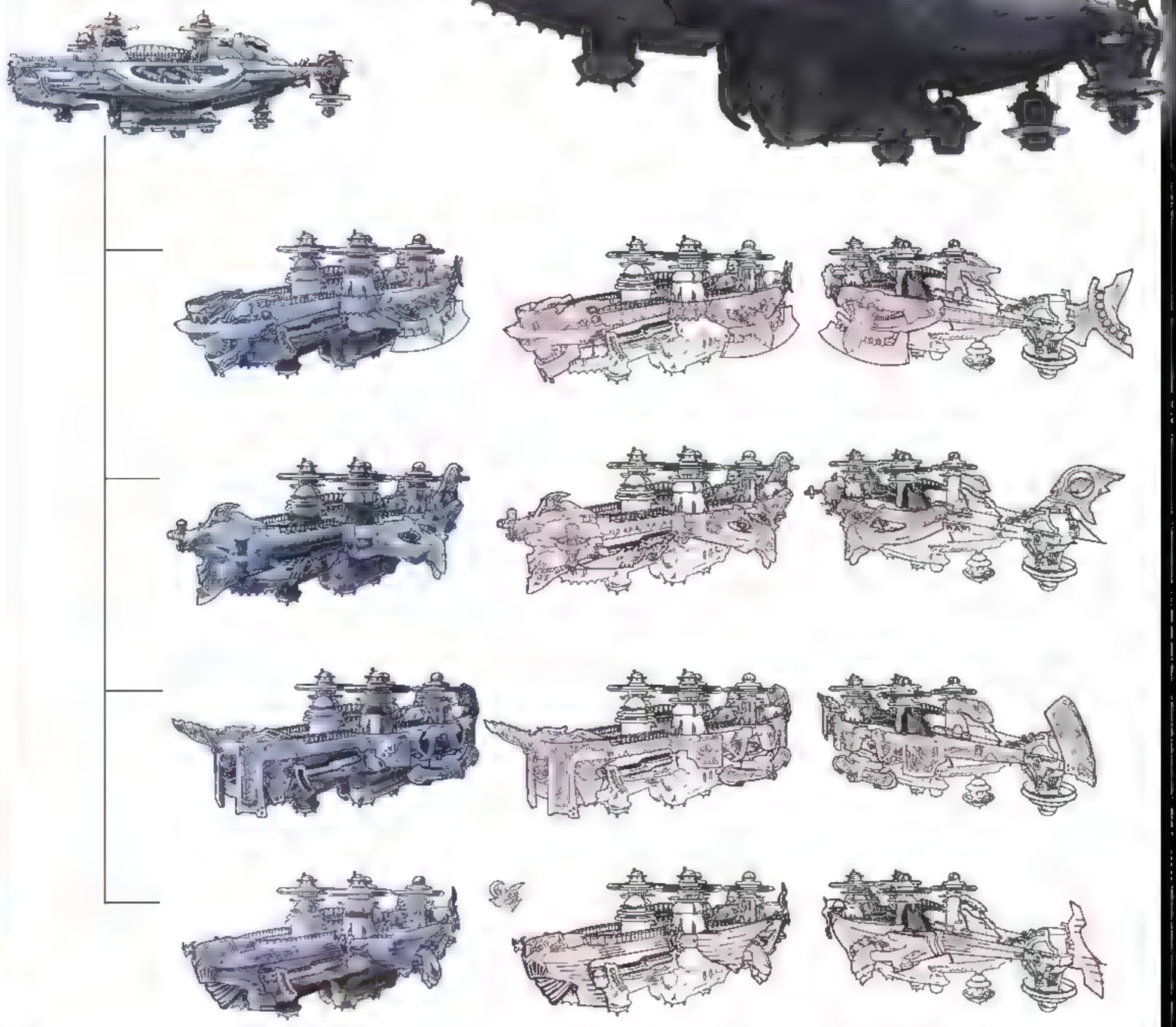
► Variation Ideas

Carbuncle

A light cruiser used as an escort for flagships. Its ruby-red armor plating is a callback to the summon of the same name, which has appeared in previous *Final Fantasy* titles. During the design stage, numerous variations for the shape of the armor plating were considered.



► Variation Ideas



Catoblepas

The most common type of midsize destroyer in the imperial fleet. They are often deployed in combat and make appearances throughout the game's story.



Valefor

A state-of-the-art fighter in the imperial fleet. Its fuselage and wings fold up, allowing it to assume a more compact configuration for landing and storage aboard larger vessels.

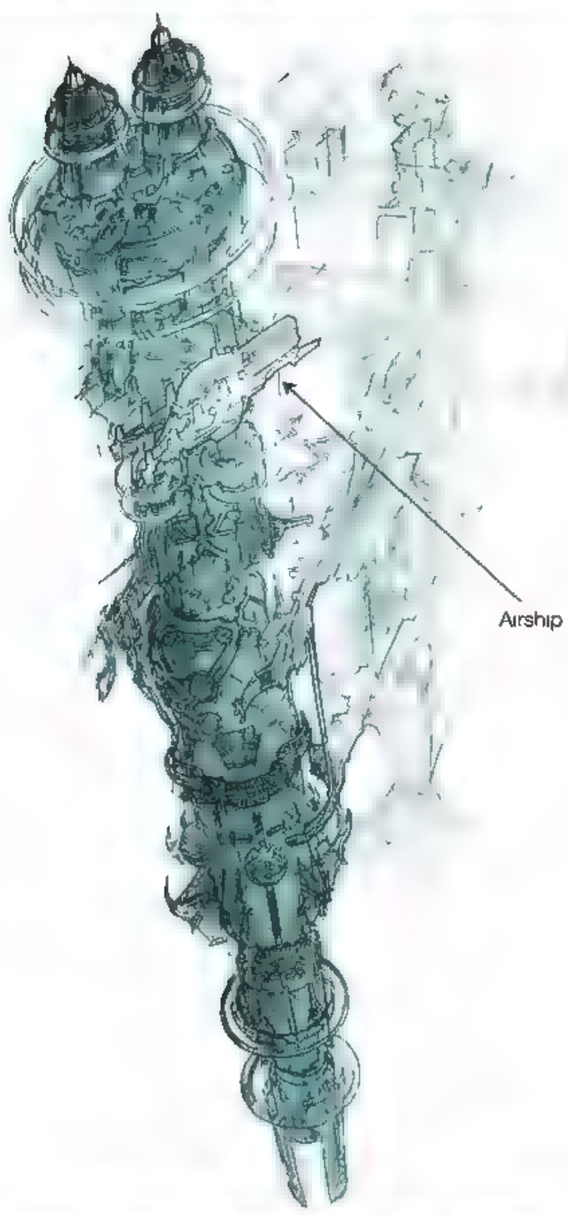


Air Cutter Remora

The primary fighters of the Archadian military, before the production of the Valefor model. Turrets and machine guns are mounted on the lower hull, allowing it to engage in both air-to-air and air-to-ground combat.

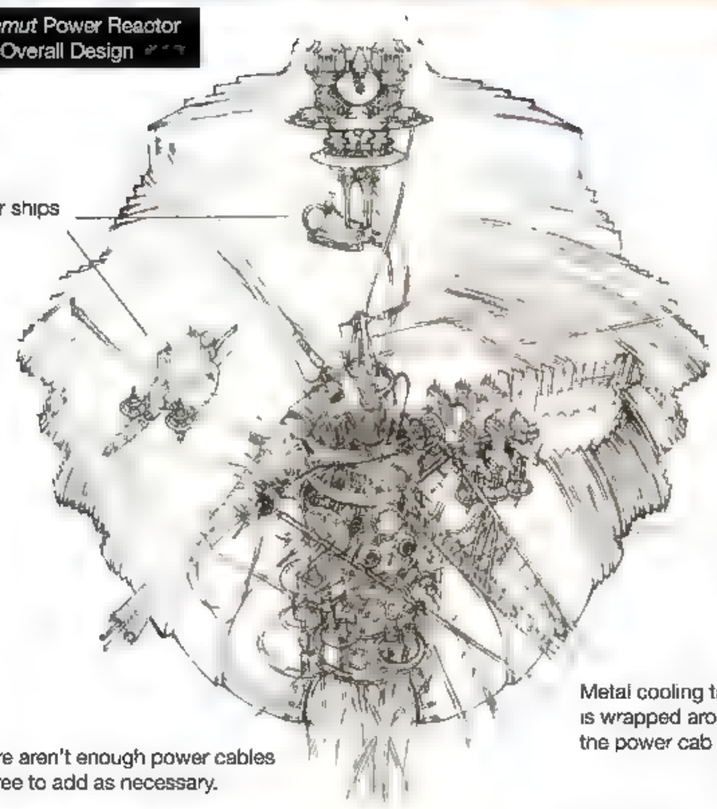
Sky Fortress *Bahamut*

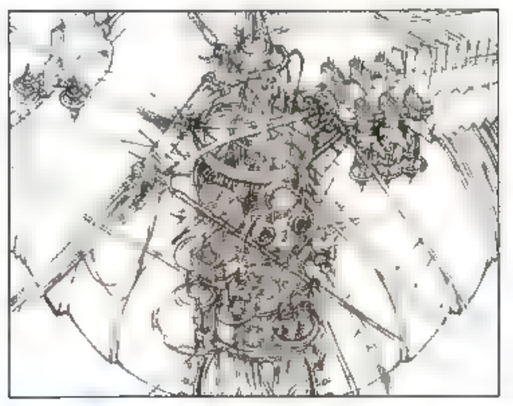
A flying fortress of the imperial forces. Its appearance resembles a tower stretching to the heavens. The sky fortress comes equipped with manufacted nethicite, which allows it to sail nearly indefinitely by absorbing Mist from the surrounding air.



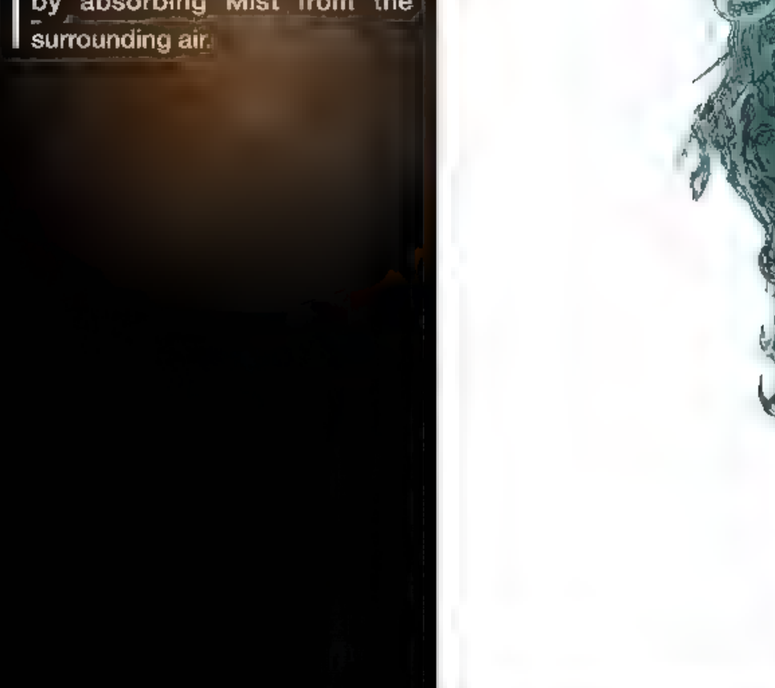
▸ Power Reactor

Bahamut Power Reactor Overall Design





Looks like this when the metal tape is removed



Airship of the Dalmascan Military

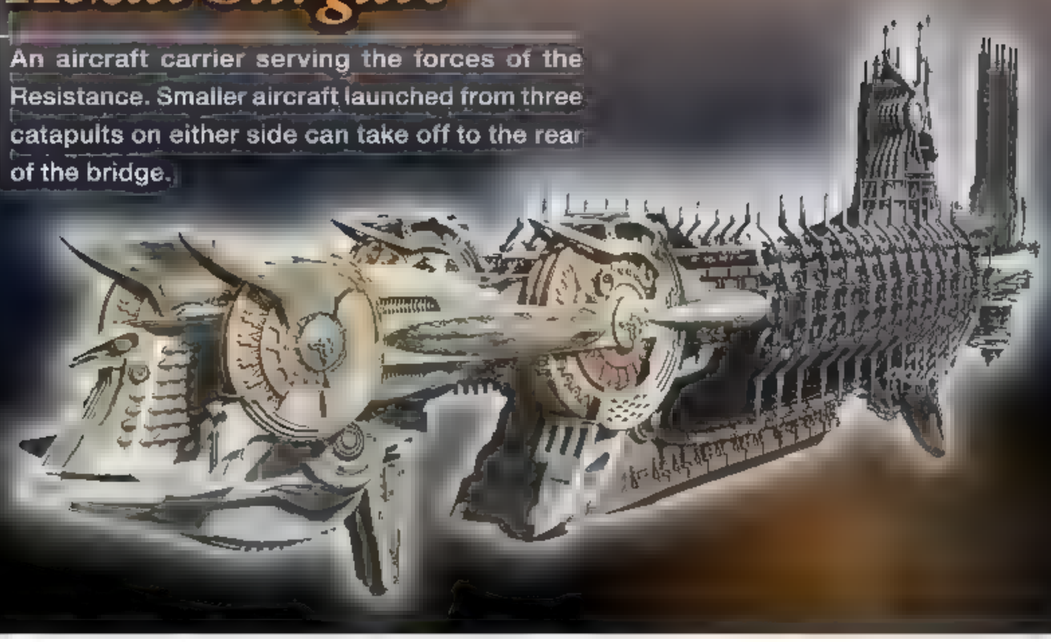
A small-scale airship used by the fallen kingdom of Dalmasca. It appears during the opening cutscene, when Prince Rasler departs for the battle at Nalbina Fortress.

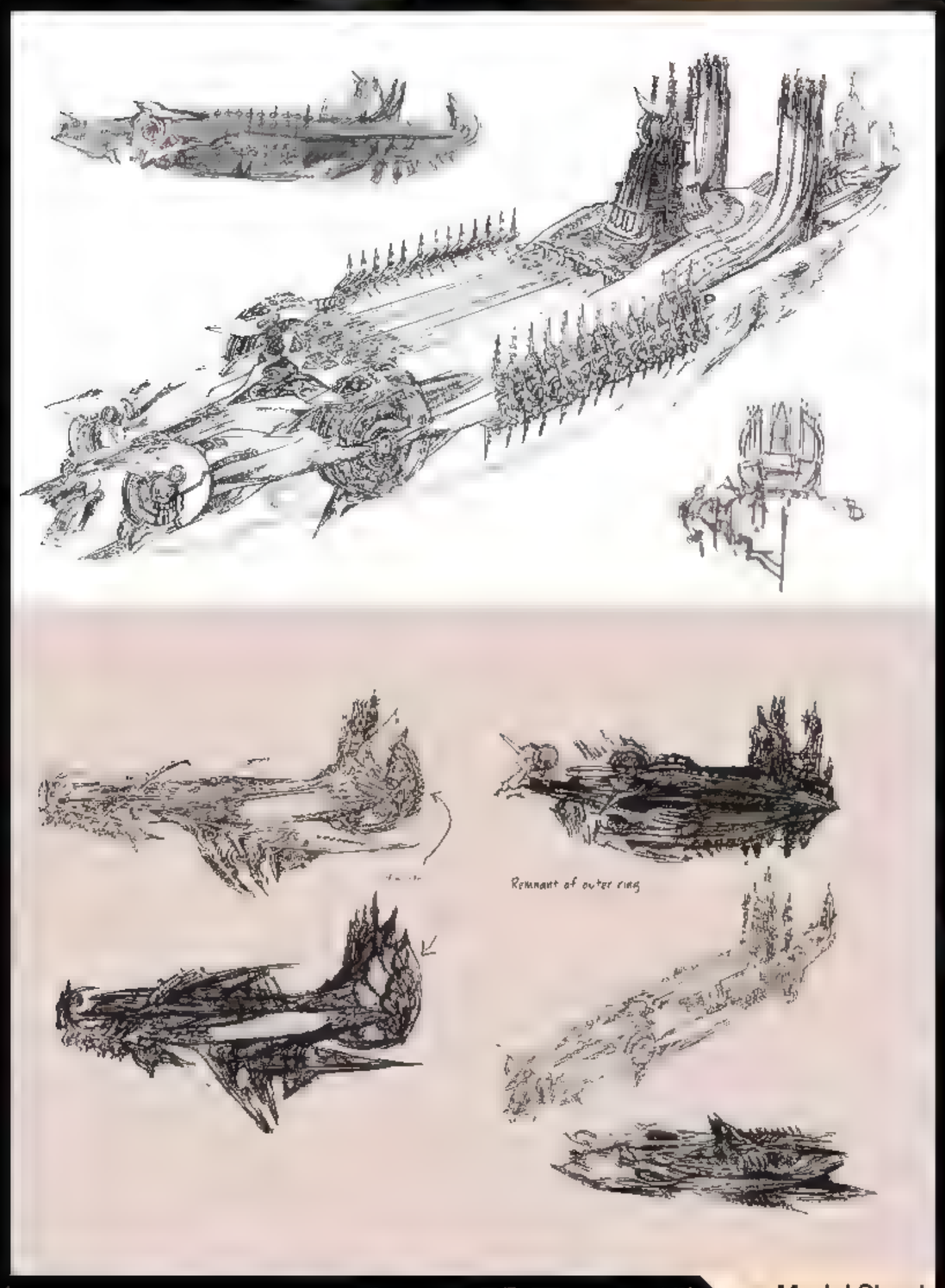
▸ Model Sheet

Dalmascan Military Airship

Xezat Surgate

An aircraft carrier serving the forces of the Resistance. Smaller aircraft launched from three catapults on either side can take off to the rear of the bridge.





► Model Sheet

Hoverbike

A two-seater flying vehicle that boasts high maneuverability and astounding speed. The model sheet includes details of the engine placement.



Queen Hilda

A Resistance cruiser. Utilizing outstanding speed and anti-ship combat capability, this vessel engages in enemy bombardment to compensate for the *Xezat Surgate*'s relative lack of firepower.



Memorable Scene

An Acrobatic Exit

Barthier tosses Vaan from the royal palace's battlements to escape the imperial forces, only to catch him moments later in midair. Fran tries to fly away on a hoverbike, but the fragment of nethicite in Vaan's possession drains the magic from the bike's skystone, and the trio plummet into the waterway below.



ESPERS

Hashmal



The controller who served the gods by shaping the existence of mankind and manipulated the laws of the world at will. He held too much curiosity about the power of all creation and joined Ultima in a rebellion against the gods. When the revolt failed, he was turned into an esper as punishment.



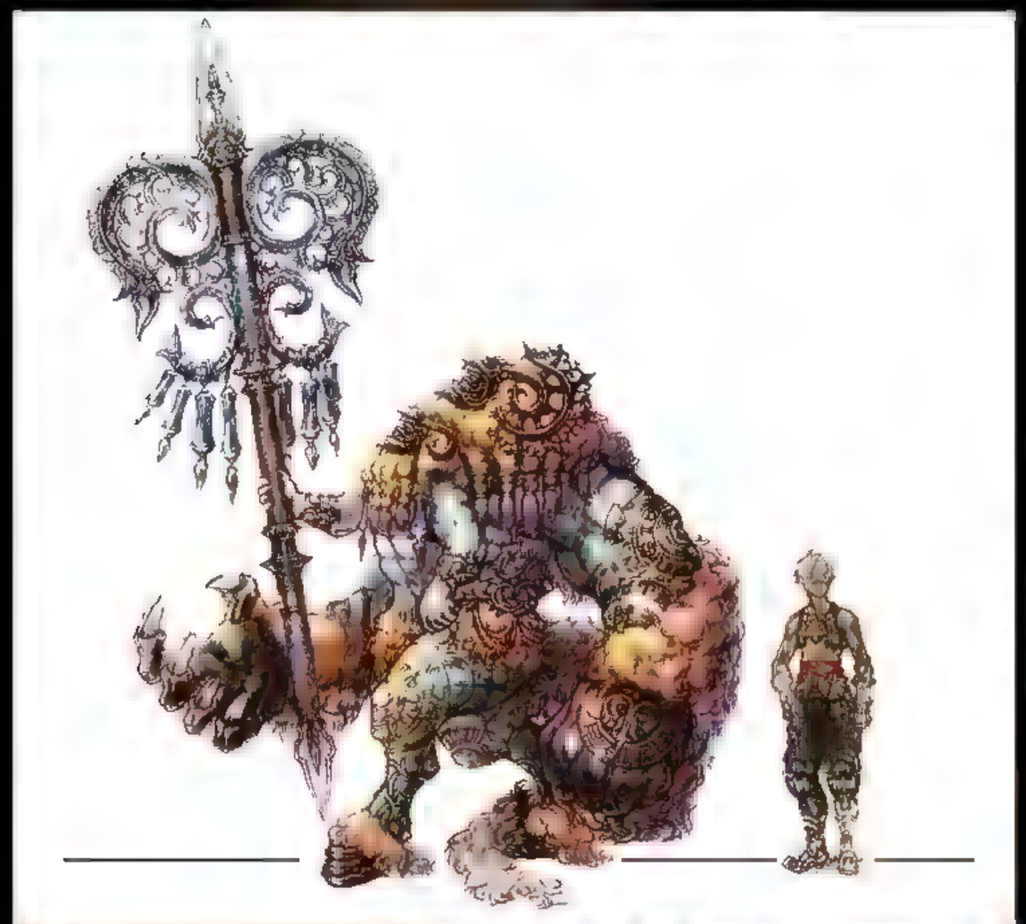
▸ Hashmal and Bellas

※ Note: Hashmal (left), Belias (right)

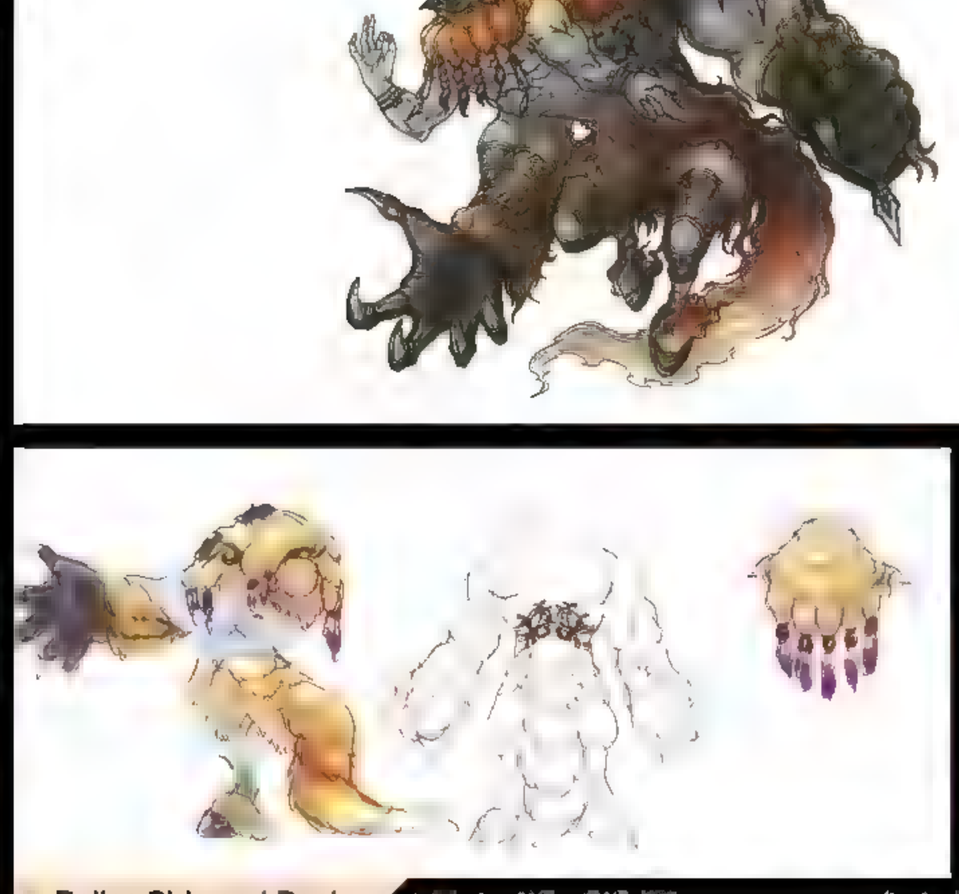


Belias

Known as the "Gigas" and said to have served the former dynast-king, Raithwall. His red lance and the design of his decorations are drawn here in detail.

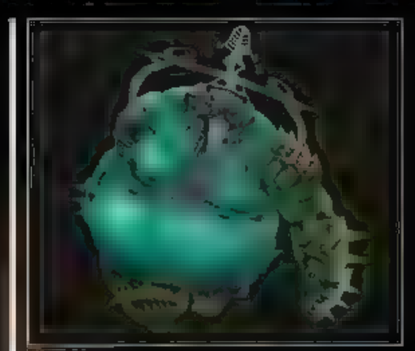


▸ Belias Full-Body Image



▸ Belias Side and Back





Cúchulainn

Known as the "Impure," he contaminates his surroundings with the pollutants emitted from his body. The illustration below depicts the tentacles that grow from his back when he uses Blight.



▸ Tentacles





Zalera

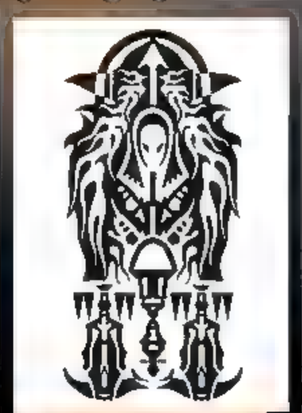
The "Death Seraph" who judges those who have passed from this world. The woman merged into his right arm was once a shaman who served the gods and was taken as a hostage when Zalera rebelled against their rule.

Emblems

Emblems symbolizing the espers that appear when their summon licenses are awarded. Each is made to resemble their corresponding esper.


Belias


Mateus


Shemhazai


Hashmal


Famfrit


Adrammelech


Cúchulainn


Zalera


Chaos


Zeromus


Exodus


Ultima


Zodiark

WEAPONS

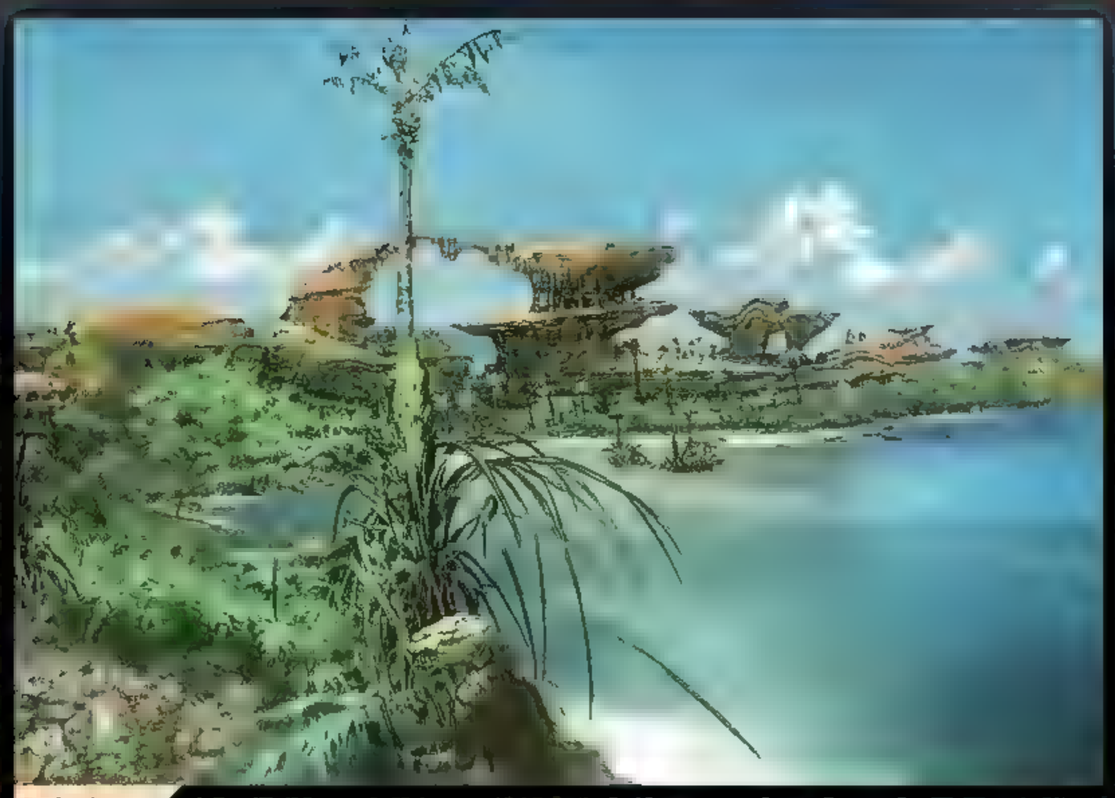

Swords and Greatswords


Rods


Ninja Swords



IMAGE BOARDS



Lake



Plains

The Occuria (Early Design)





Naldoan Sea

MOVIE MATERIALS

Royal City of Rabanastre

The illustration of Rabanastre at right is by art director Isamu Kamikokuryo (also seen on page 200). The two images at left are polygon models made for cutscenes based on this illustration.

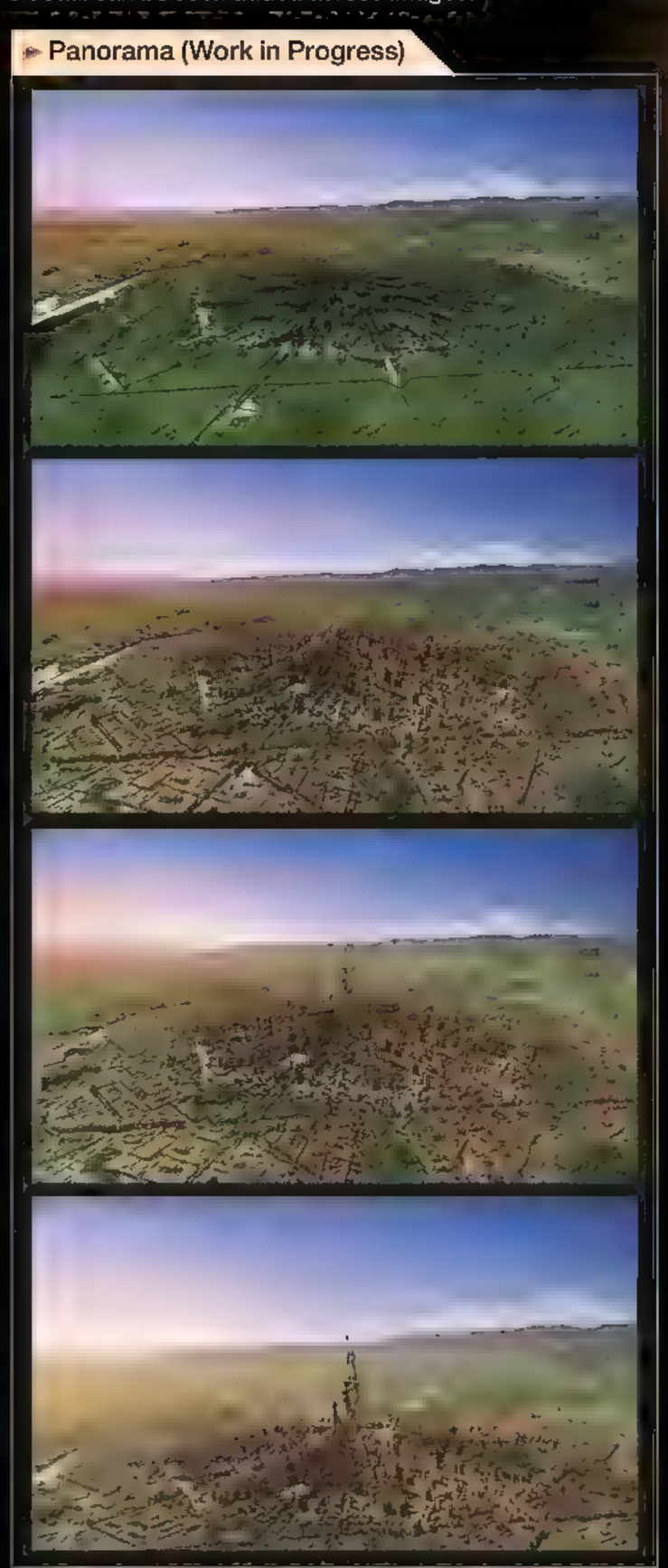
▸ Royal Palace (Work in Progress)



Imperial City of Archades

This process shows the creation of the panorama of Archades, made for the clandestine meeting between Emperor Gramis and Gabranth. As with Rabanastre at right, progressive detail can be seen added across images.

▸ Panorama (Work in Progress)



Royal City of Rabanastre

This panorama of Rabanastre appeared in the game's opening cutscene. The top image is a polygon model, fleshed out with a technique known as matte painting to add the details seen in the center image. Adding the final touches led to the completed image at bottom.

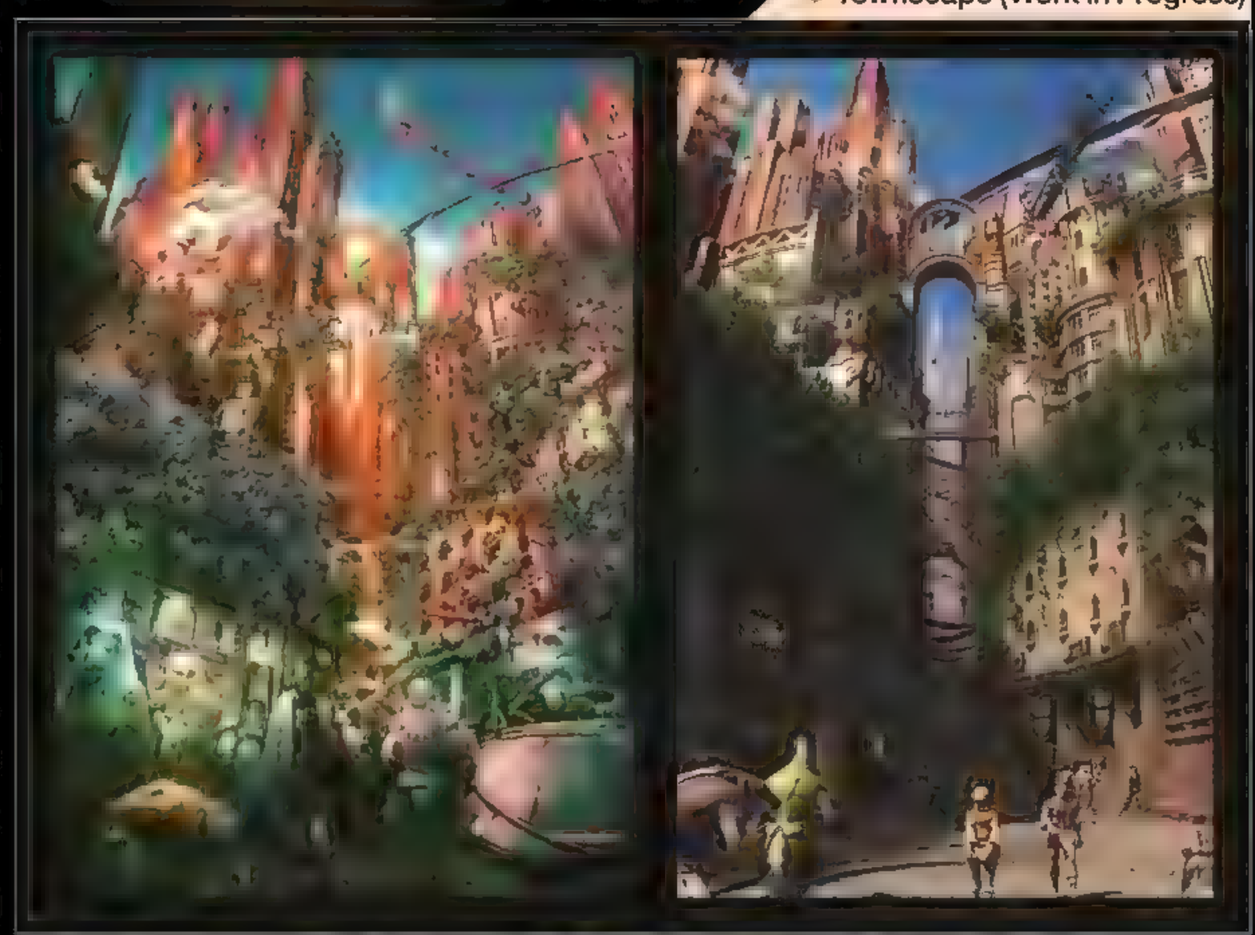
▸ Panorama (Work in Progress)



Imperial City of Archades

The streets of Archades as they appear in a cutscene depicting a conversation among the imperial senators. The modeled movie image on the right was based on the Kamikokuryo illustration at left.

▸ Townscape (Work in Progress)



MISCELLANEOUS DEVELOPMENT MATERIALS



Basch Draft

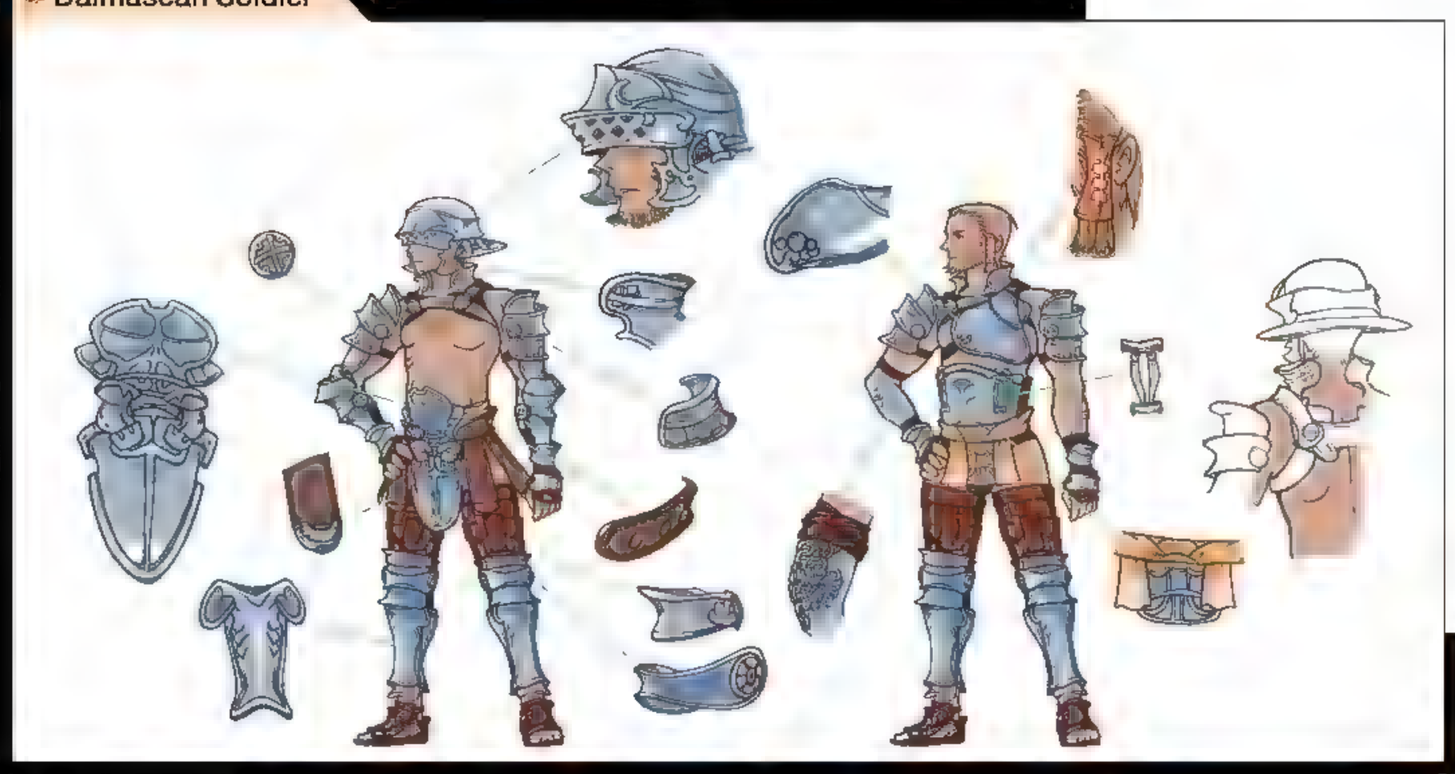
Basch was originally designed to be *Final Fantasy XII*'s main character. The final character with this name is a completely different person. He appears as size reference for buildings in images from early development, such as those of the Yensa Sandsea (as seen on page 204).

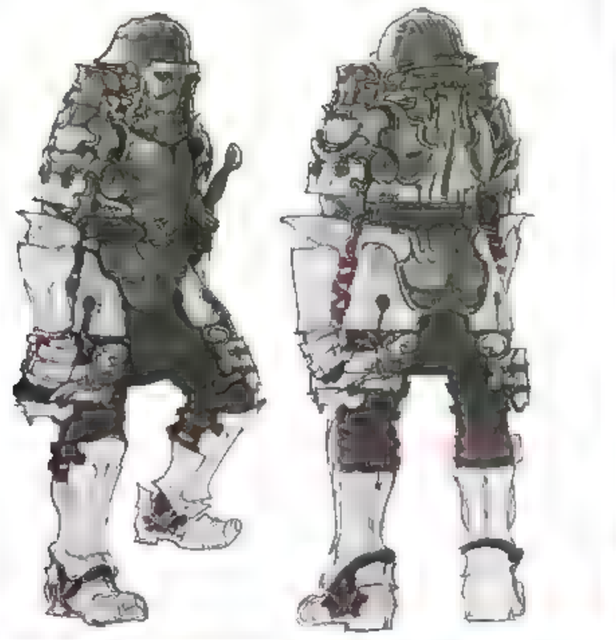
Citizens and Soldiers

This design of an Archadian Imperial Army soldier is from early development. The in-game version has extra details and altered coloring, due to consideration of how the soldiers would look next to the judge magisters.



▸ Dalmascan Soldier





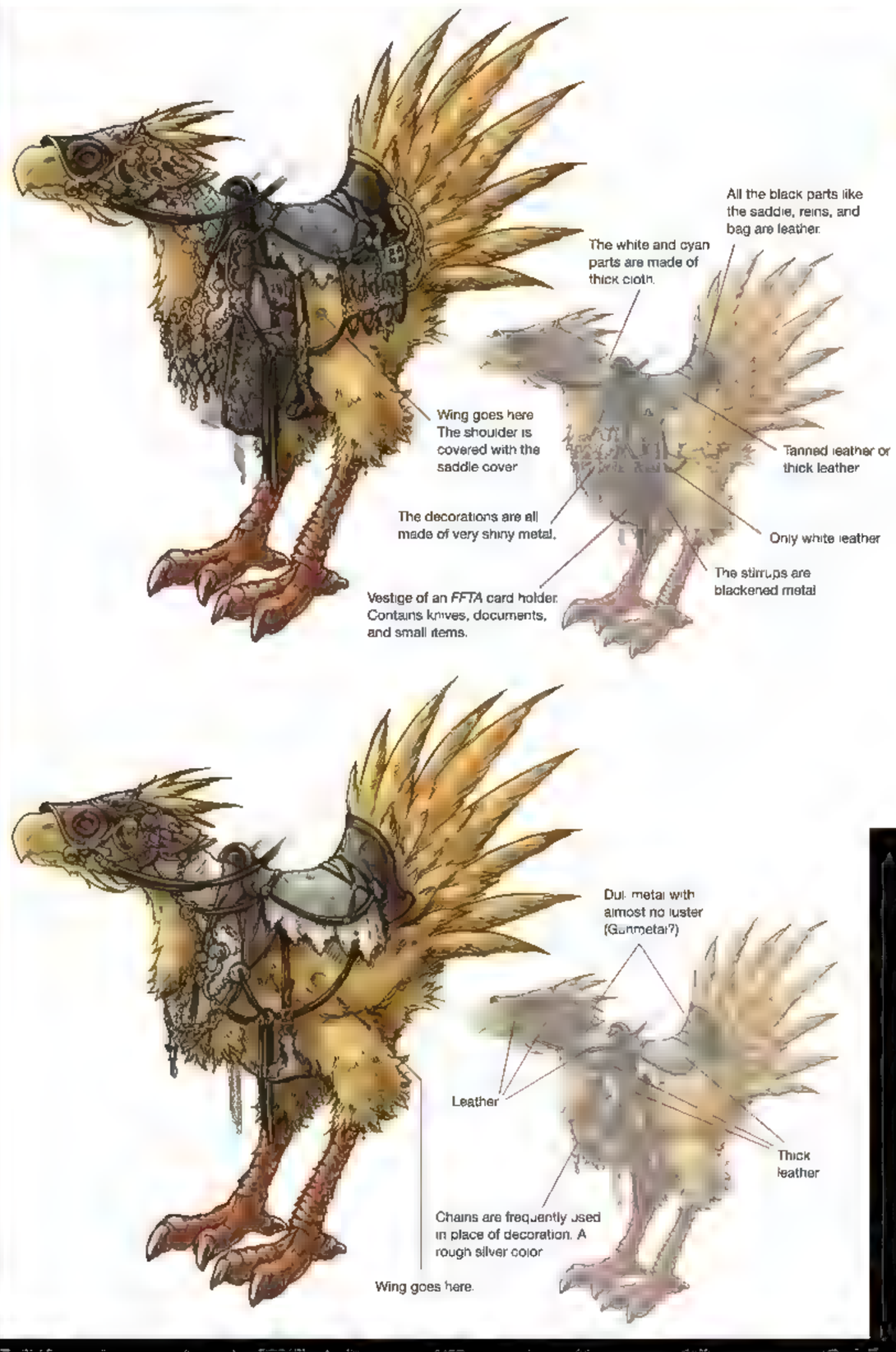
▸ Archadian Soldier

▸ Archadian Nobles



Chocobo

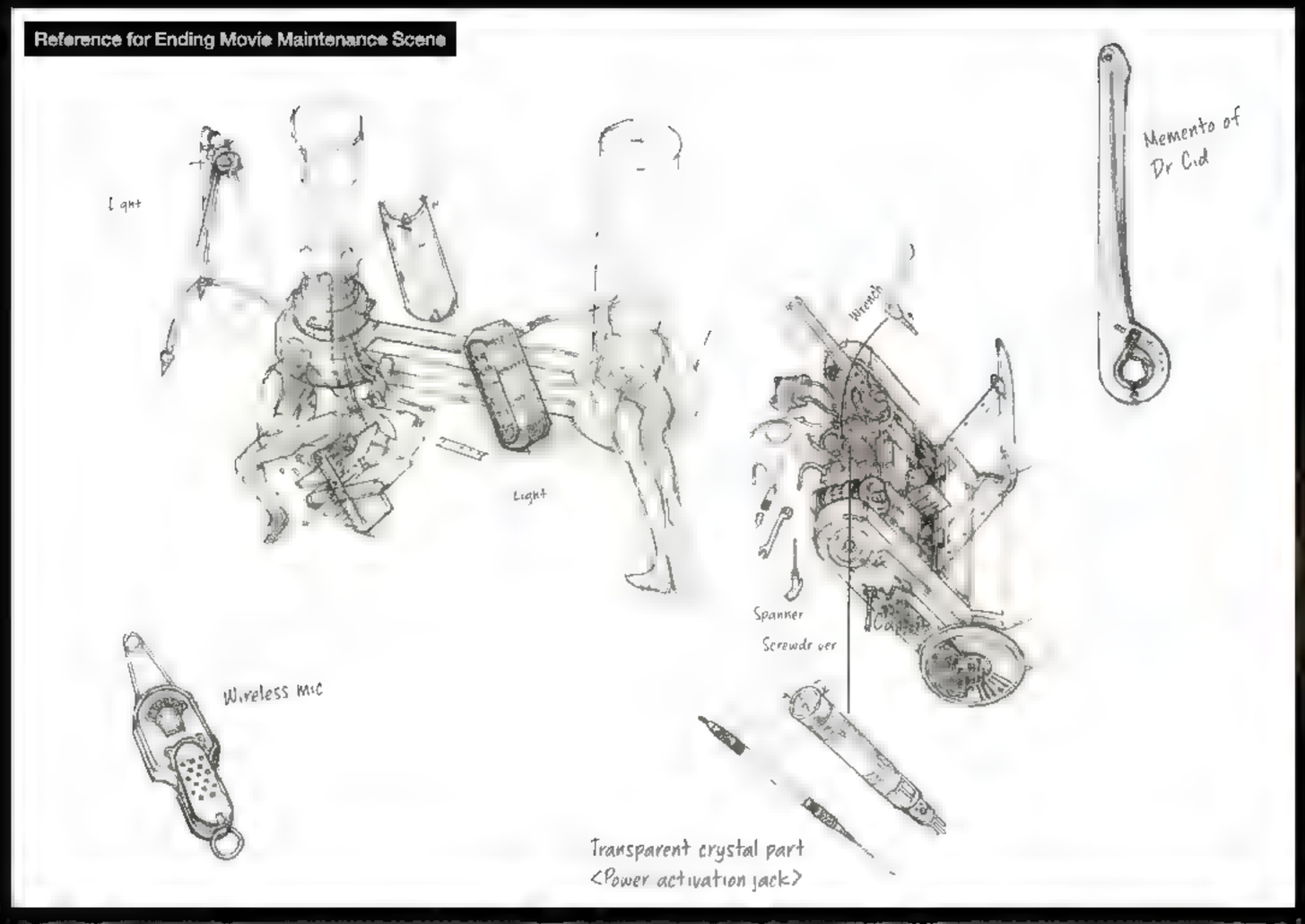
An avian creature with excellent running capabilities, used for cavalry and transport. Details of its equipment are written here, including the materials of which it's made.





Birds

Birds that appear during the opening. The white bird commands a view of the Rabanastre panorama in the opening sequence, while the black bird appears in the scene directly preceding the title screen.

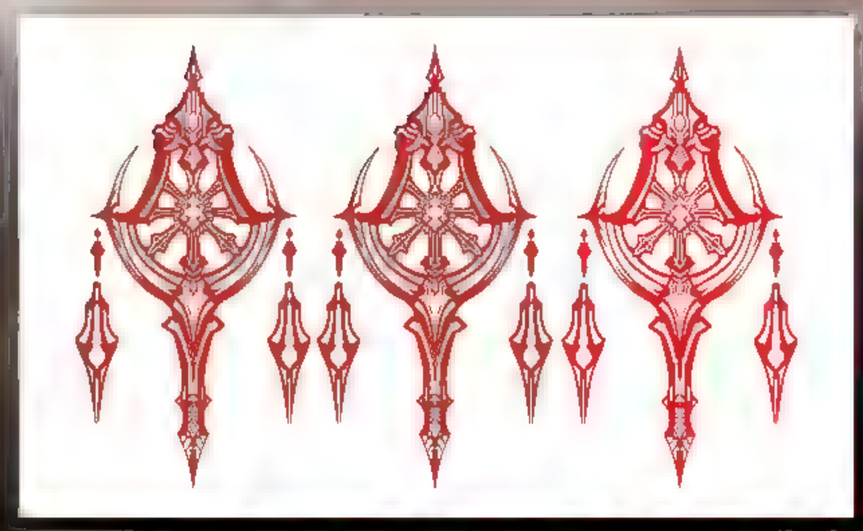


Finale Model Sheet

A model sheet from the final scene aboard the sky fortress *Bahamut*, in which Balthier and Fran try to repair the engine. This makes it easier to discern the relative sizes of characters and the equipment under repair.

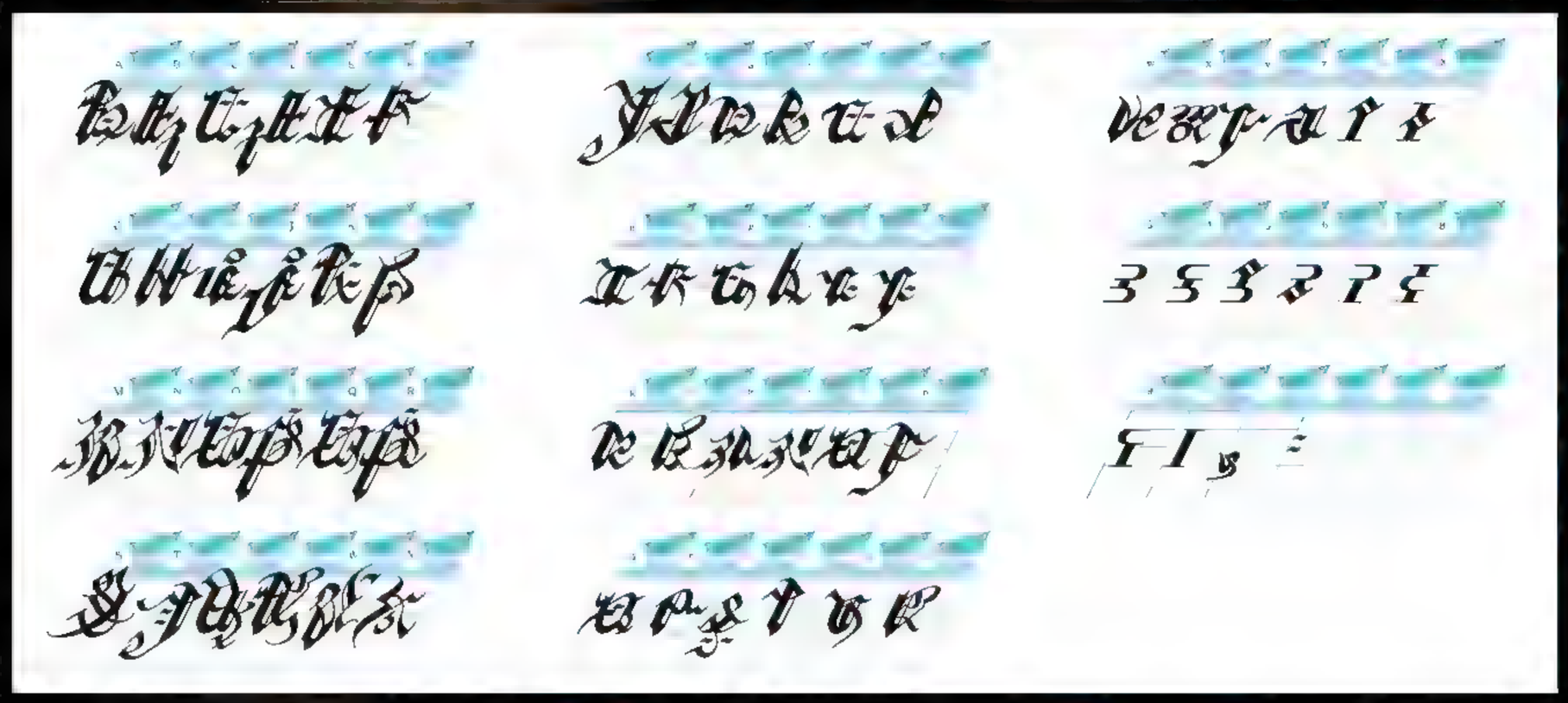
Judge Magister Emblem

An aeon with an emblem reserved for the Archadian judges that possess the greatest authority and military strength: the judge magisters. Their cloaks are emblazoned with this emblem.



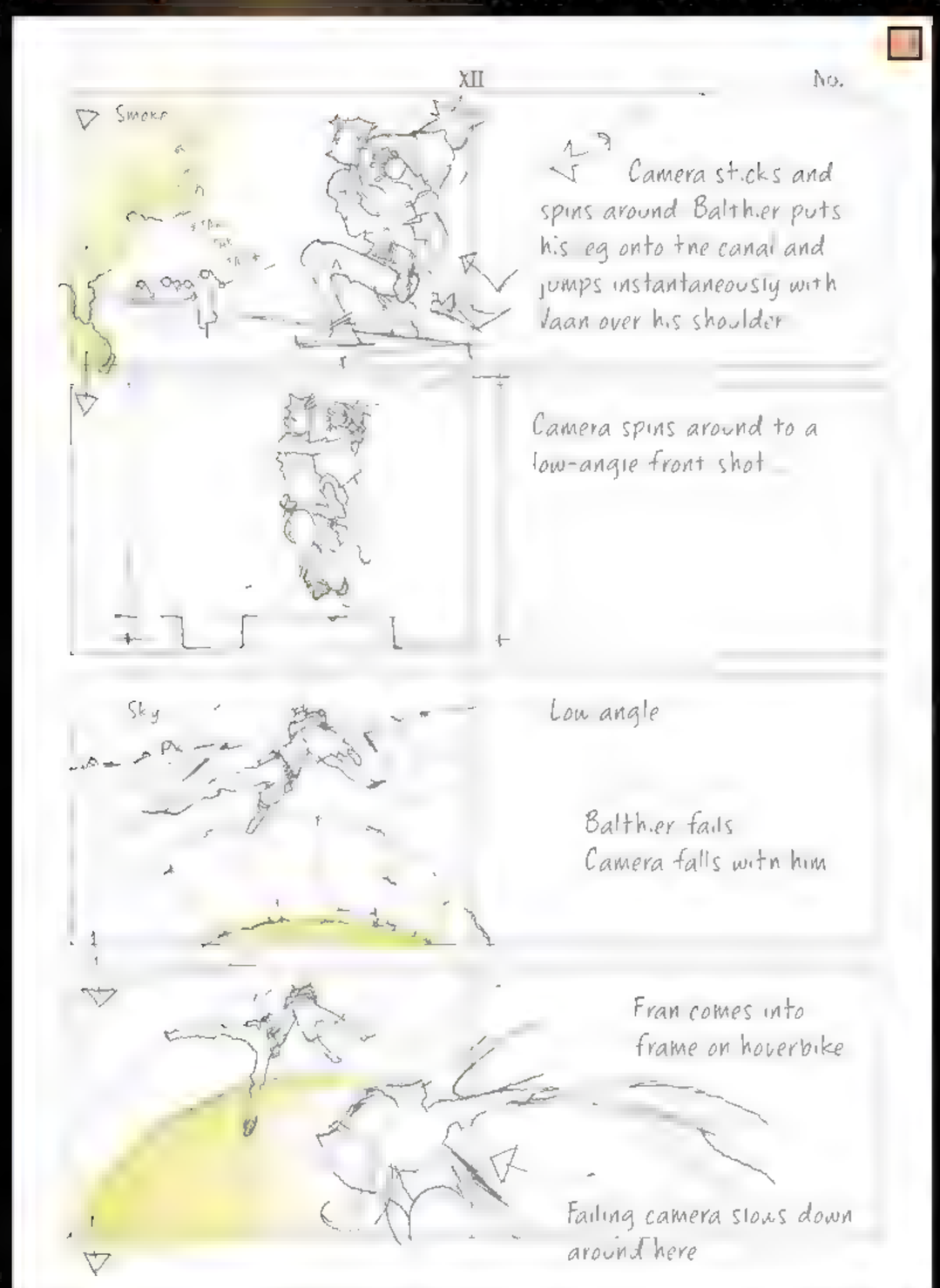
Ivalice Script

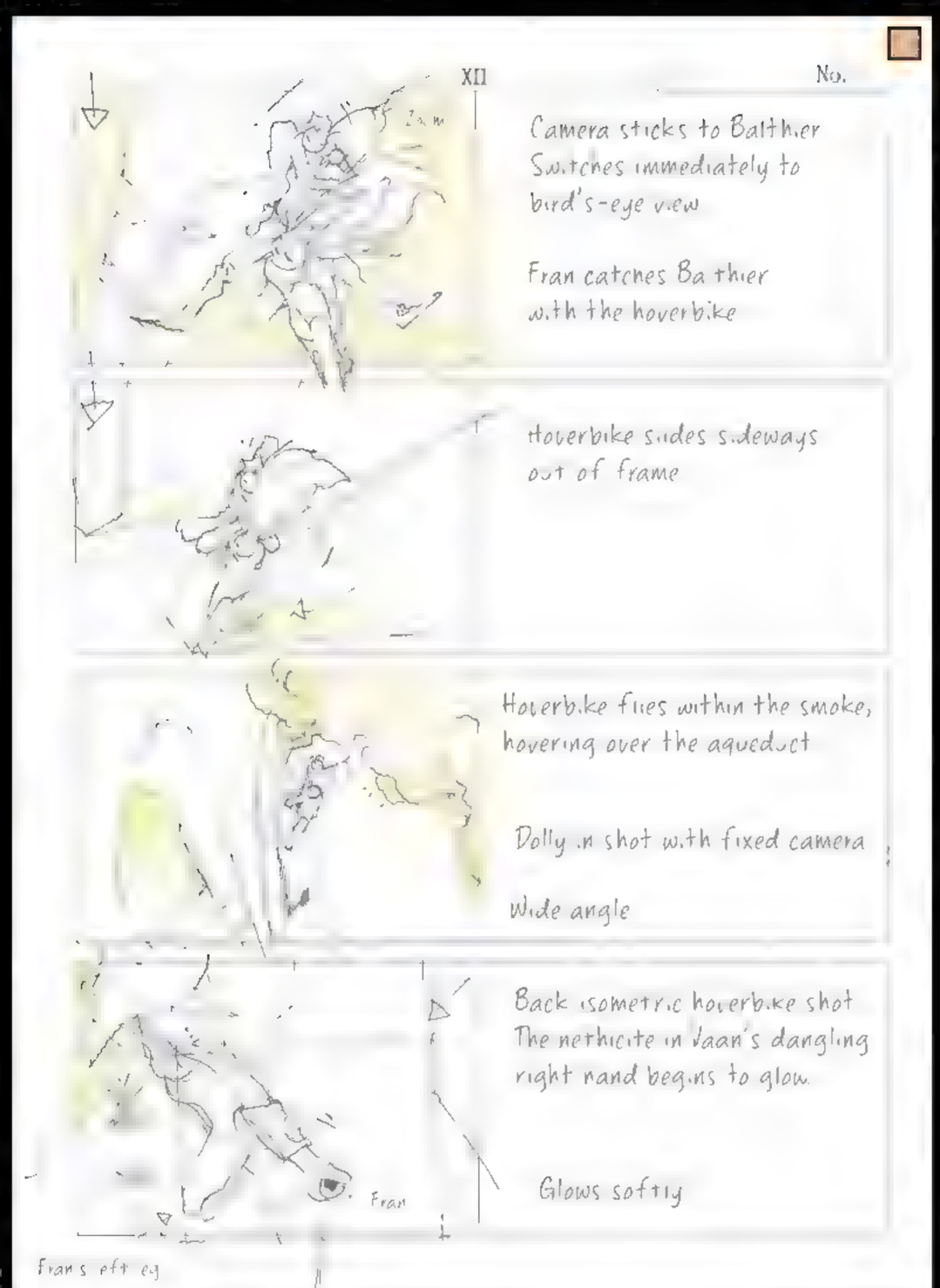
The writing script used throughout Ivalice. It can be seen on shop signboards, on the world map in the party menu, and in other places.



Storyboards

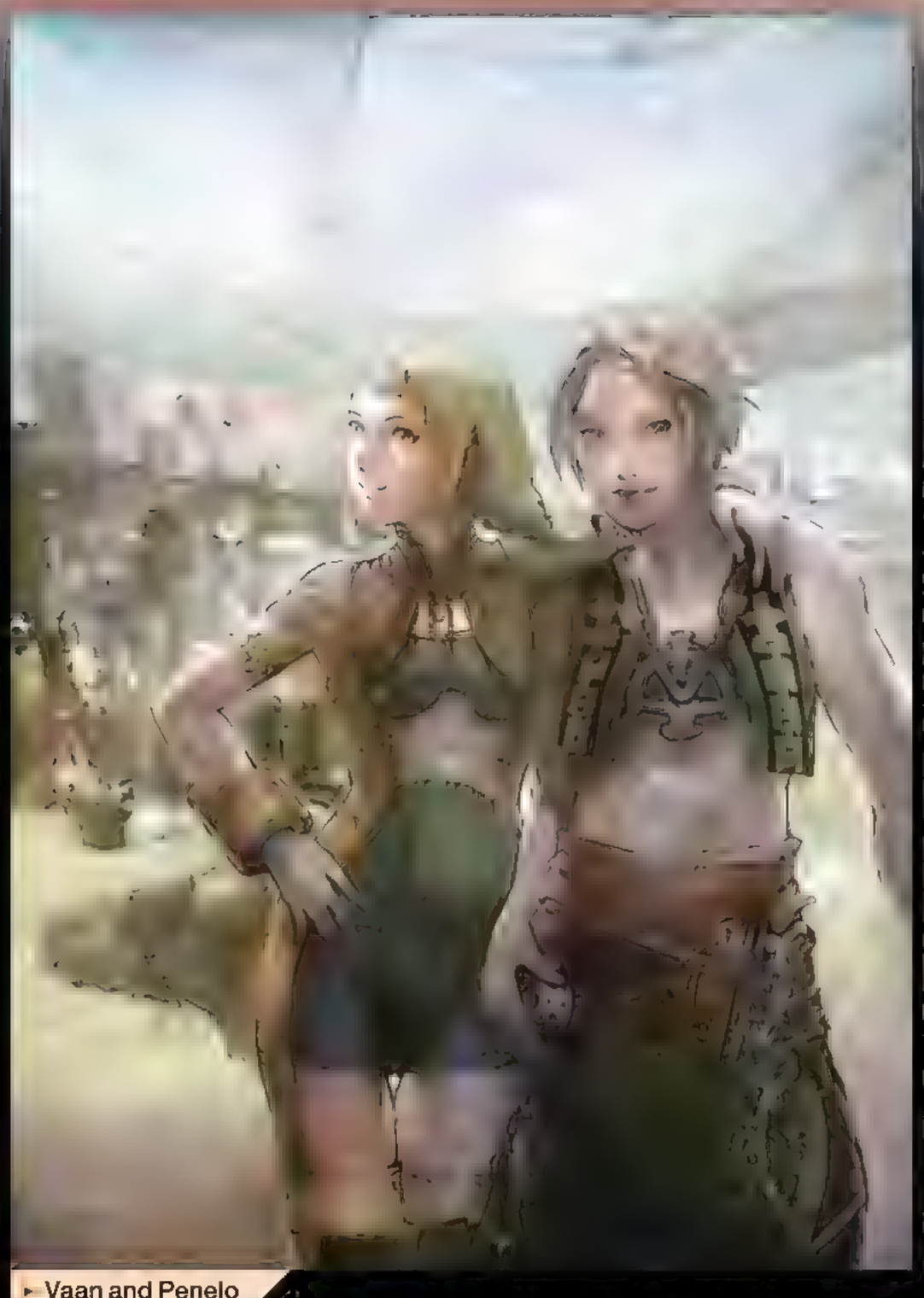
Storyboards depicting the escape from the royal palace. In this version, Balthier leaps onto the hoverbike with Vaan over his shoulder. The final game was changed so that he throws the boy first.





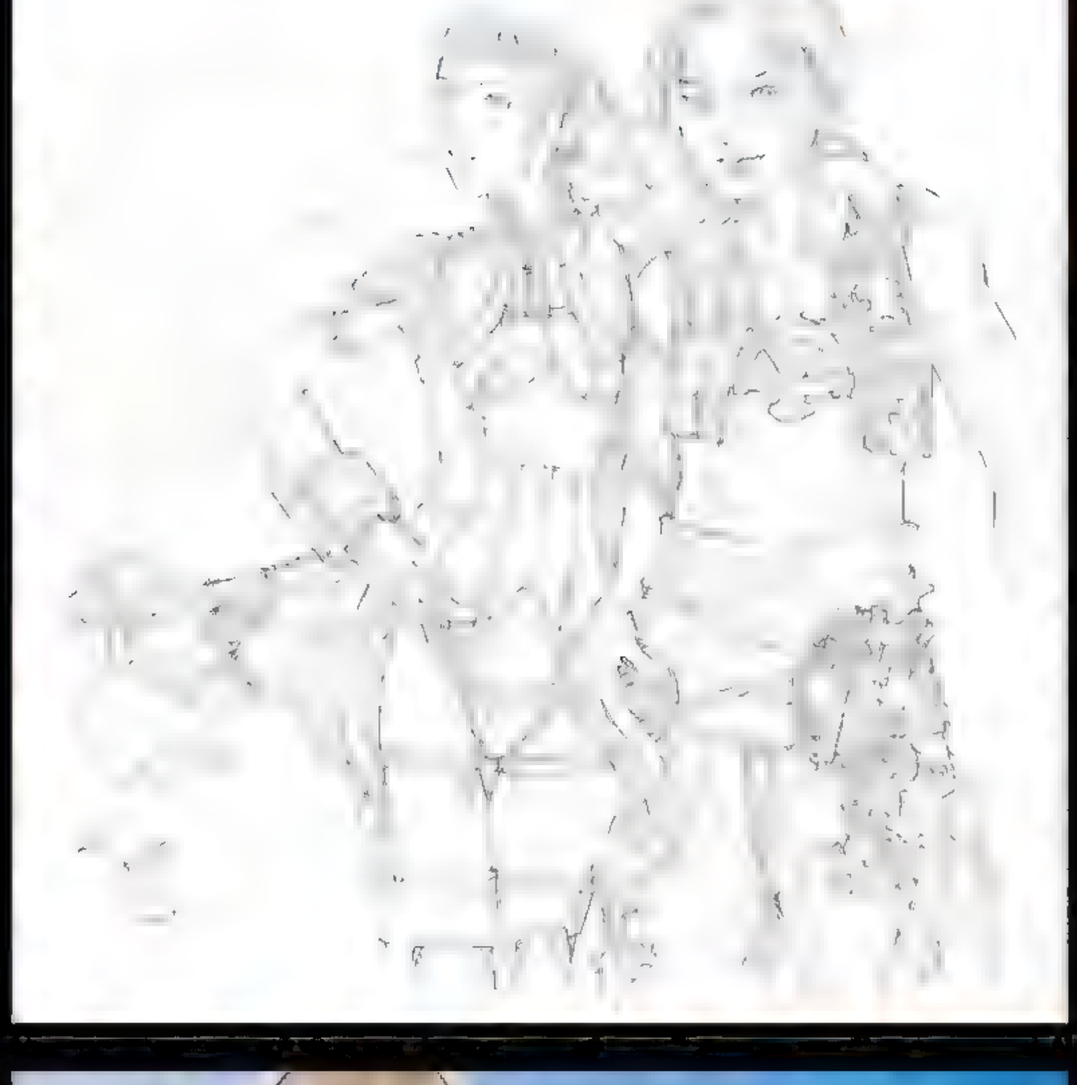
Art Museum Illustrations

Art museum cards included with premium bottles of Potion, a drink sold by the company Suntory. "Vaan and Penelo" is by Isamu Kamikokuryo, "Balthier and Fran" is by Akihiko Yoshida, and "Ashe and Basch" is by Hideo Minaba.



► Vaan and Penelo

► Vaan and Penelo (Sketch)



► Balthier and Fran





► Ashe and Basch

FINAL FANTASY XII

MEMORIES

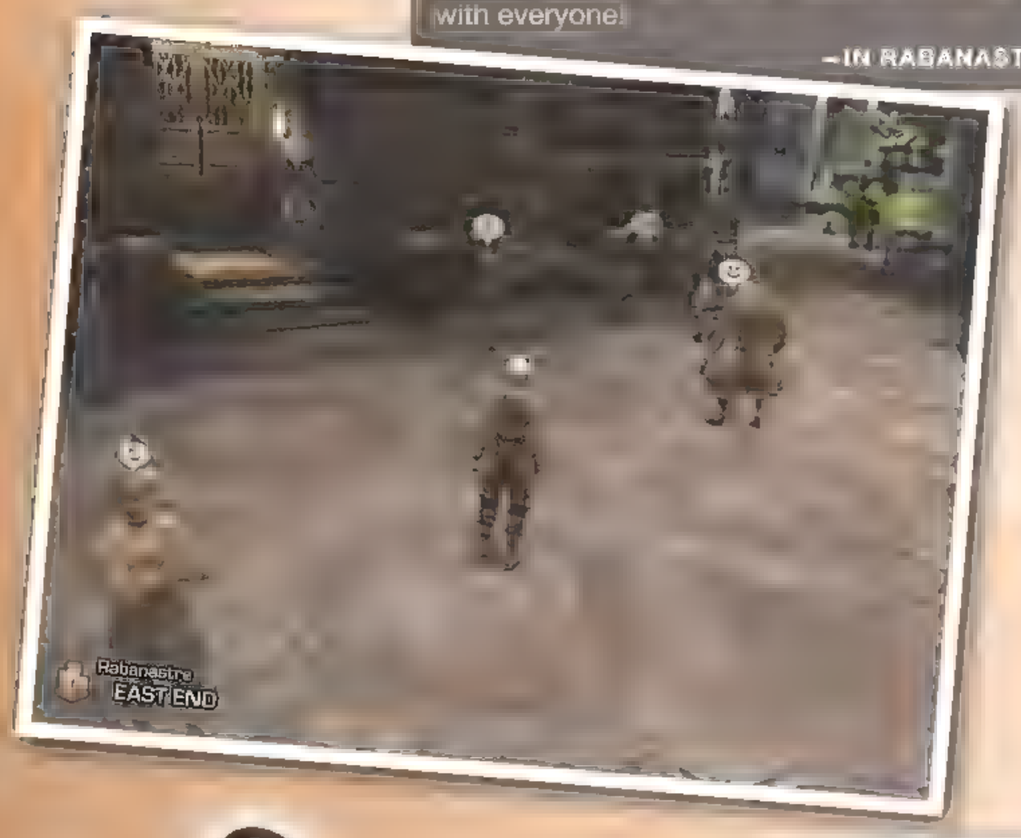


Captain Basche killed the king ... ? An unbelievable sight glimpsed in his wavering vision.

—AT NALBINA FORTRESS

A city filled with talk icons. Good luck speaking with everyone!

—IN RABANASTRE



"Foe: targeting self" obtained! For a while this doesn't feel like a gambit . . .

—IN THE GARAMSYTHE WATERWAY







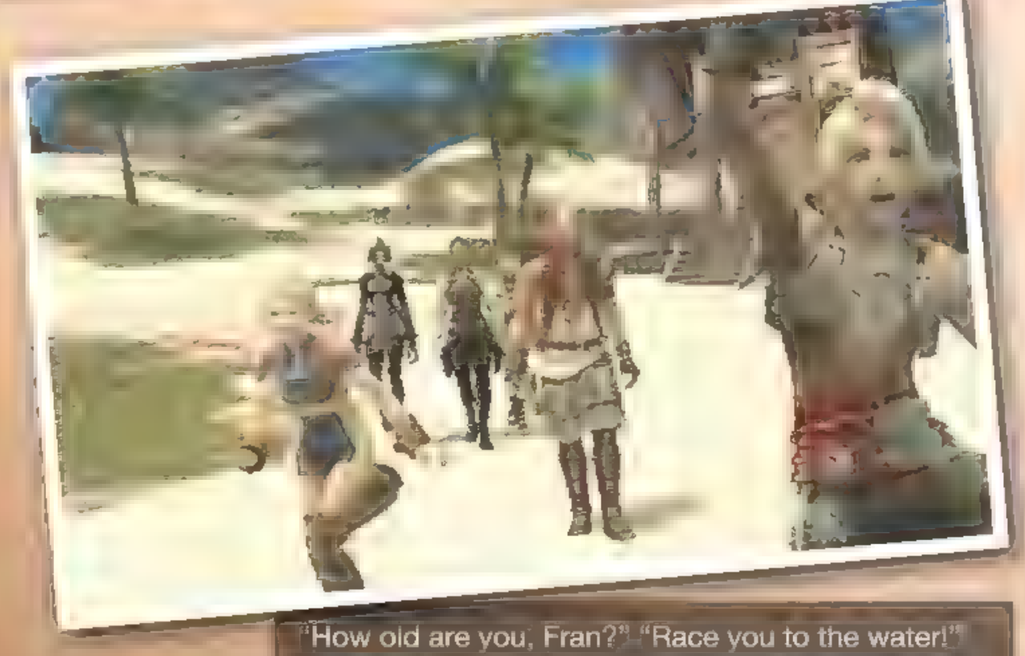
Running around to recover MP. Gotta keep moving during battles!

—IN BATTLE



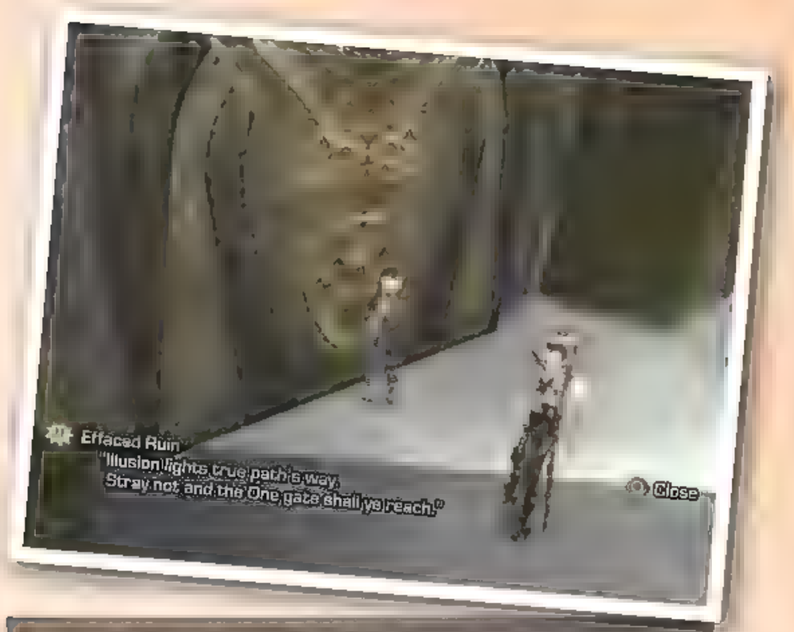
Larsa has an endless supply of Hi-Potions and X-Potions. Deep are the pockets of House Solidor.

—IN THE GOLMORE JUNGLE



"How old are you, Fran?" "Race you to the water!" There is seemingly no limit to Vaan's childish ways.

—AT ERUYT VILLAGE AND THE PHON COAST



Stuck before the gate at the forest edge, unaware that only summoning an esper will open it.

—AT THE FEYWOOD



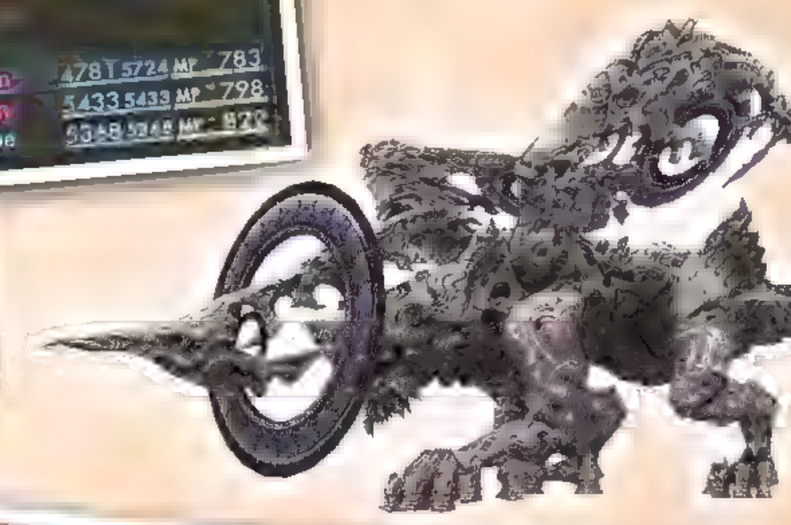
Becoming lost along the winding paths of the Great Crystal. "Then steal me. Is that too much to ask?"

—AT THE ANCIENT CITY OF GIRUVEGAN



Heading back toward the Henne Mines to obtain a coveted rare item, the Zodiac Spear.

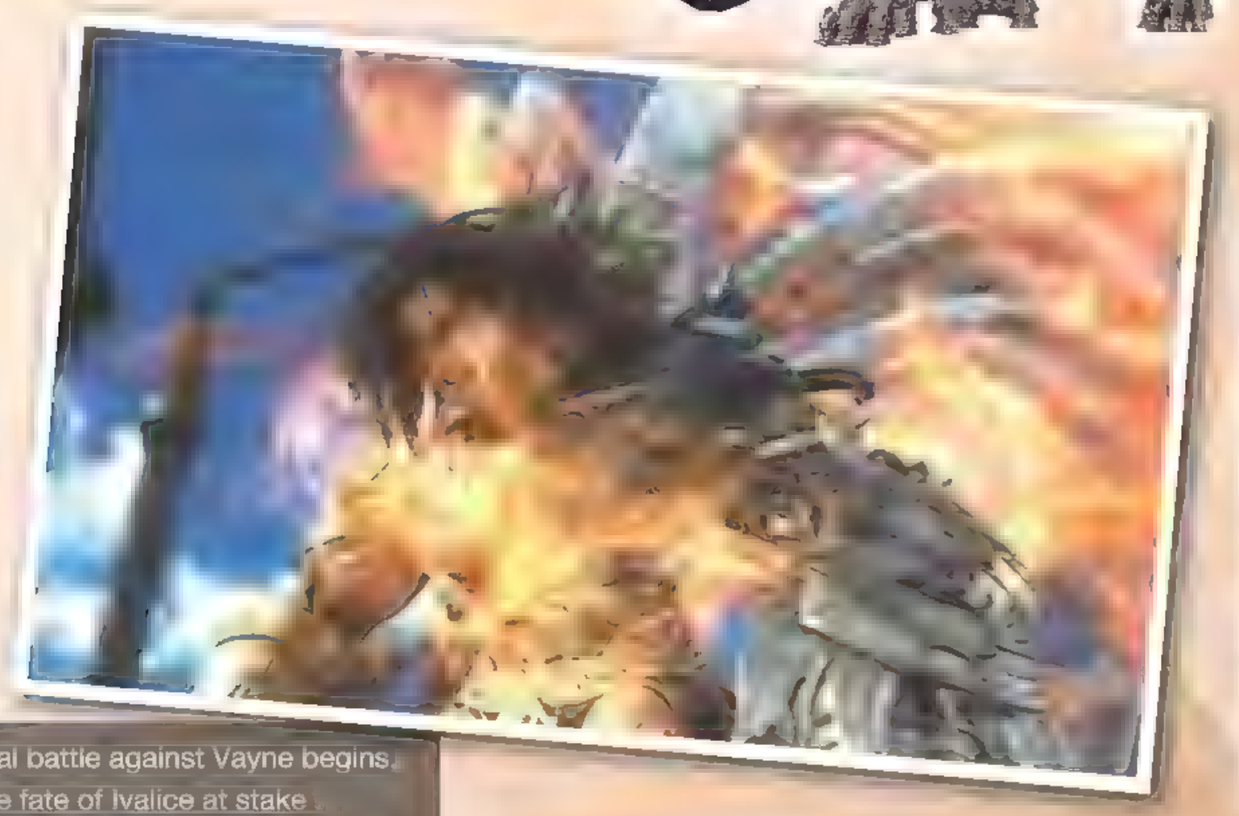
—IN THE HENNE MINES





An unprecedented fifty million HP! The hours-long battle against the ultimate mark, Yiazmat.

—AT THE RIDORANA CATARACT



The final battle against Vayne begins, with the fate of Ivalice at stake.

—ON THE SKY FORTRESS *BAHAMUT*





FINAL FANTASY® XIII

ファイナルファンタジーXIII

A story of miracles related through stunning visuals.

This *Final Fantasy* installment garnered attention for its HD presentation on PlayStation 3 and Xbox 360. Lightning and her companions travel in the service of gods and suffer for the cruel fate they must endure. Battles experience a significant evolution, with shifting paradigms to change tactics on the fly. A sequel was released as *Final Fantasy XIII-2*.



PlayStation 3

Final Fantasy XIII





JP Launch Date ● December 17, 2009
NA Launch Date ● March 9, 2010

PlayStation 3 (Console Bundle)

PlayStation 3 Final Fantasy XIII Lightning Edition



Seller ● Sony Computer Entertainment
Launch Date ● December 17, 2009

Xbox 360 (JP Ultimate Hits)

Final Fantasy XIII Ultimate Hits International





JP Launch Date ● December 16, 2010
NA Launch Date ● March 9, 2010

PlayStation 3 (Ultimate Hits)

Final Fantasy XIII



Launch Date ● July 21, 2011

Xbox 360 (Platinum Collection)

Final Fantasy XIII Ultimate Hits International



Launch Date ● July 21, 2011

PlayStation 3 (Limited Edition)

Final Fantasy 25th Anniversary Ultimate Box



Launch Date ● December 18, 2012
* Square Enix e-Store Limited Edition

FINAL FANTASY XIII

ART



Lightning

Courtship

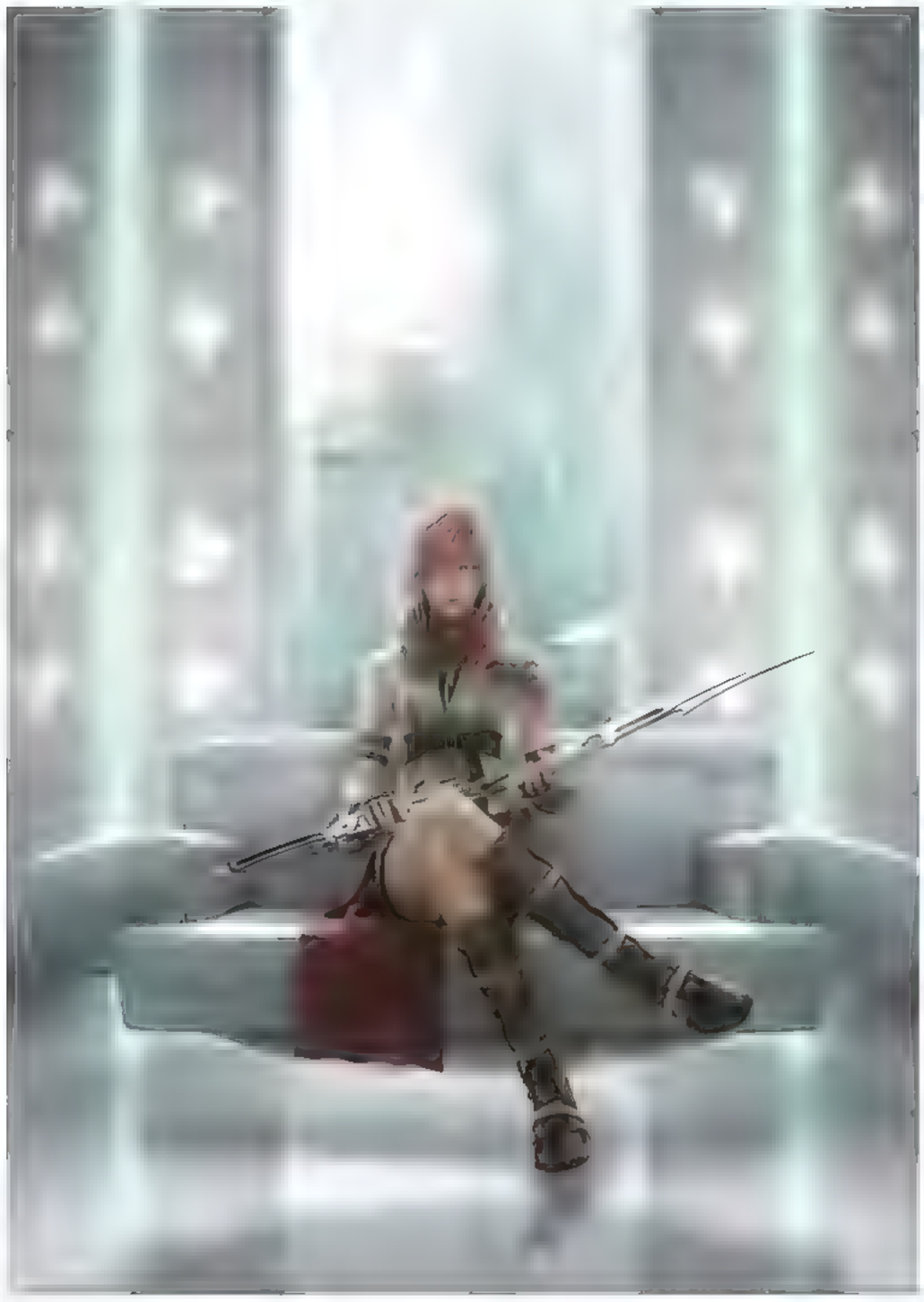
Snow and Serah





Mission

The party and Serah



Seated Lightning



▶ Sketch for CG

At Orphan's Cradle





At Gran Pulse



▶ Sketch for CG

Lightning and Snow

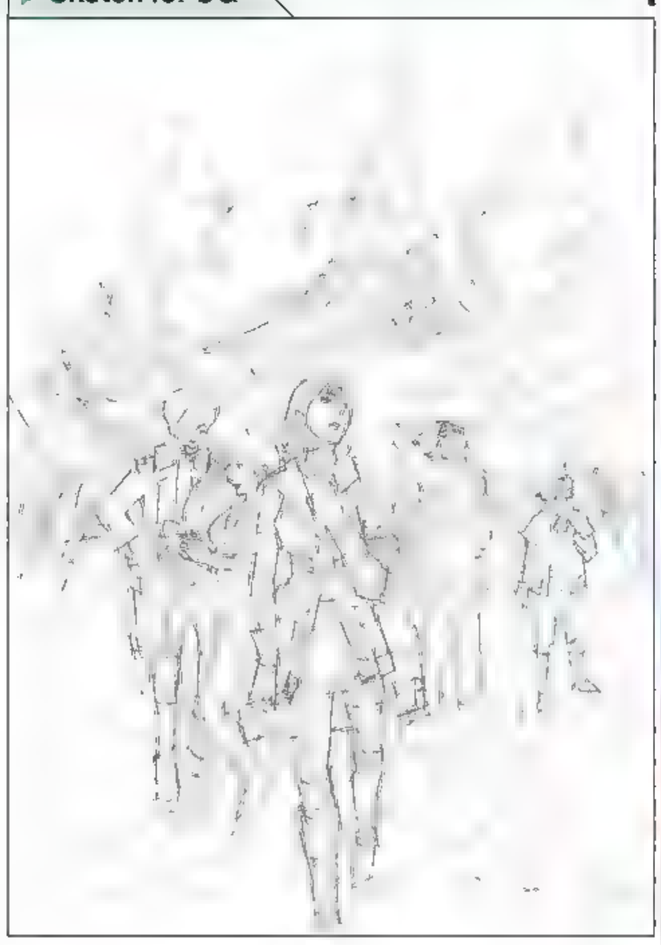
▶ Sketch for CG





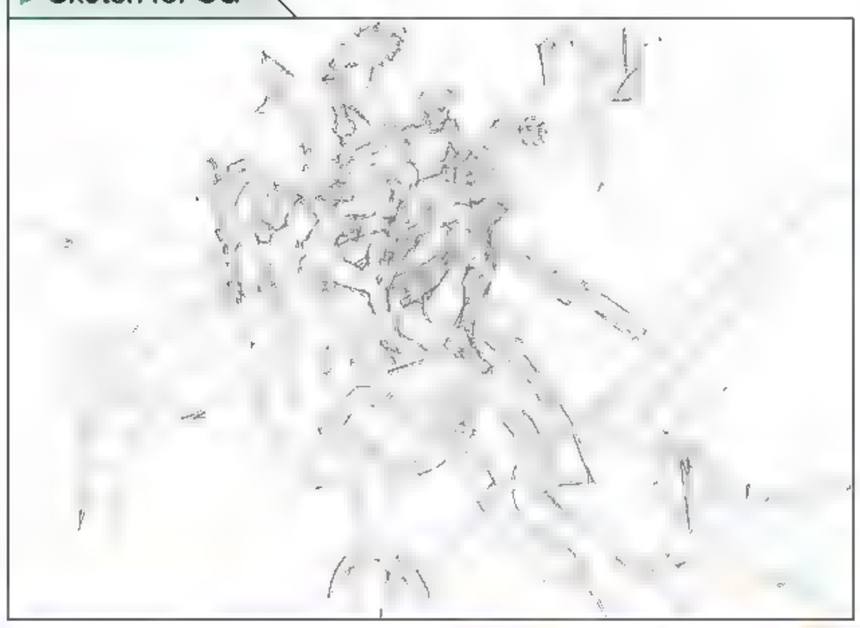
The party at Nautilus

Sketch for CG





Sketch for CG





To Gran Pulse

Invading Grand Prix Circuit



Battle at Grand Prix Circuit



Escape from Bodhum



▶ CG Rough Sketch



▶ Sketch for CG

Reference the rough sketch drawn by Kamikokuryo for the way to enter Lindblum.





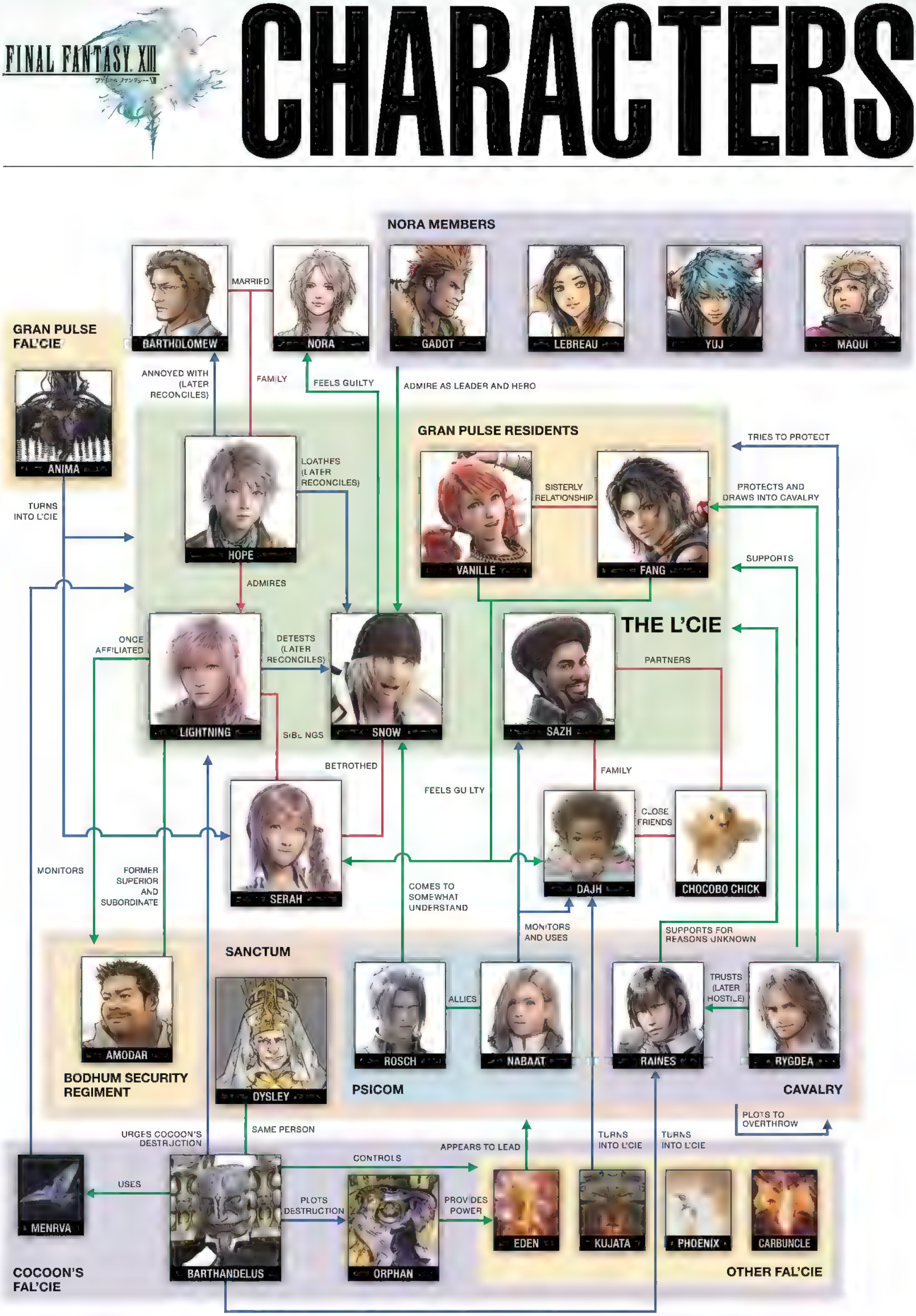
FINAL FANTASY XIII
STORY

In the distant past, beings of near-limitless power known as the fal'Cie built a world in the heavens called Cocoon. It was considered a paradise, and humanity prospered there under the guidance of their supernatural benefactors. But one event rocked Cocoon to its core. The fal'Cie called Pulse, a dreadful entity affiliated with the world below known as Gran Pulse, was discovered inside the safe environs of Cocoon. Sanctum, Cocoon's ruling body, enacted a plan to avoid Pulse's contamination. Under "the Purge," they exiled anyone believed to have come in contact with the hated Pulse fal'Cie. In the chaos of the forced migration, the ex-Sanctum soldier Lightning fought against her former Sanctum comrades. She and others soon met the Pulse fal'Cie, becoming agents of its will known as "l'Cie."

According to legend, l'Cie who do not achieve the goal required of them—their Focus—are turned into monstrous Cie'th. And even if they successfully fulfill their Focus, they become unmoving crystal statues. What's more, any Pulse l'Cie is considered an enemy of Cocoon to be hunted down and eliminated. Lightning and her friends lament their fate but never give up hope, striving to achieve a future for themselves and the people of Cocoon. They struggle onward, hoping they can somehow create a miracle . . .

FINAL FANTASY XIII

CHARACTERS



Lightning

Personal Data

Gender	Female
Age	21
Height	171 cm
Voice Actor	Maaya Sakamoto (Japanese)/ Ali Hillis (English)

Soldier fighting against fate,
named for the flashing light of the storm.

ライトニング [Raitoningu]

Claire Farron エクレール・ファロン

Former sergeant of Cocoon's Guardian Corps. Originally named Claire, she assumed the identity of Lightning to express her independence. Lightning attempts to reach the Pulse fal'Cie known as Anima to save her sister Serah, who has become a Pulse l'Cie. She fails and becomes a l'Cie herself. Shaking off her despair, Lightning reevaluates her actions after traveling with her fellow l'Cie. She decides to bring the fight to the powerful fal'Cie and prevent the genocide of the people of Cocoon.

Memorable **Quotes**



"When we think there's no hope left, we keep looking until we find some. Maybe Cocoon is past saving, but it's our home. And we'll protect it or die trying! We live to make the impossible possible! That is our Focus!"

—At Orphan's Cradle, facing the fal'Cie Orphan.

Lightning and the other l'Cie are treated as enemies of Cocoon by the fal'Cie and Cocoon's citizens. Even so, the heroes vow to protect Cocoon to the very end—as human beings.

"Like pets. To them, we are just pets. That's it. Now, it makes sense."

—At Palumpolum, realizing the nature of the relationship between the fal'Cie and the citizens.

While traveling with Hope in the direction of Eden, Lightning is struck by the realization that people of Cocoon were raised by the fal'Cie as lesser beings. At the same time, she acknowledges that she had given in to despair at losing the support of the fal'Cie.

"I'm not your sister! You couldn't protect her! It's your fault she—"

—At the Pulse Vestige, upset when Snow calls her "Sis" in front of a dying Serah.

Unable to protect her beloved sister, Lightning channels her regret into anger at another who failed Serah: her sister's fiancé, Snow. Lightning doesn't initially accept their betrothal and rejects Snow when he calls her "Sis," but along the journey she comes to appreciate Snow, causing her sharp tongue to soften.

"Our Focus doesn't matter. I don't take orders from fal'Cie. How I live is up to me."

—At the Vile Peaks, declaring her intention to destroy Sanctum and their foundation of Eden.

She may appear composed to the outside observer, but Lightning's heart is seized with regret for failing to protect her sister and the shock of becoming a Pulse l'Cie. Her mental anguish soon reaches its limits, spurring her desire to defeat Eden and the Sanctum. If she realizes that her plan is just a way to escape from reality, she doesn't know it . . .

"No room for doubt."

—In the Gapra Whitewood, when Hope volunteers to take the lead.

Lightning is frequently exasperated by Snow's straightforward nature, but in truth she shares the same quality. She acts without hesitation, believing this is the key to strength, and speaks to inspire those around her when their way forward is in question.



Full-Body Image

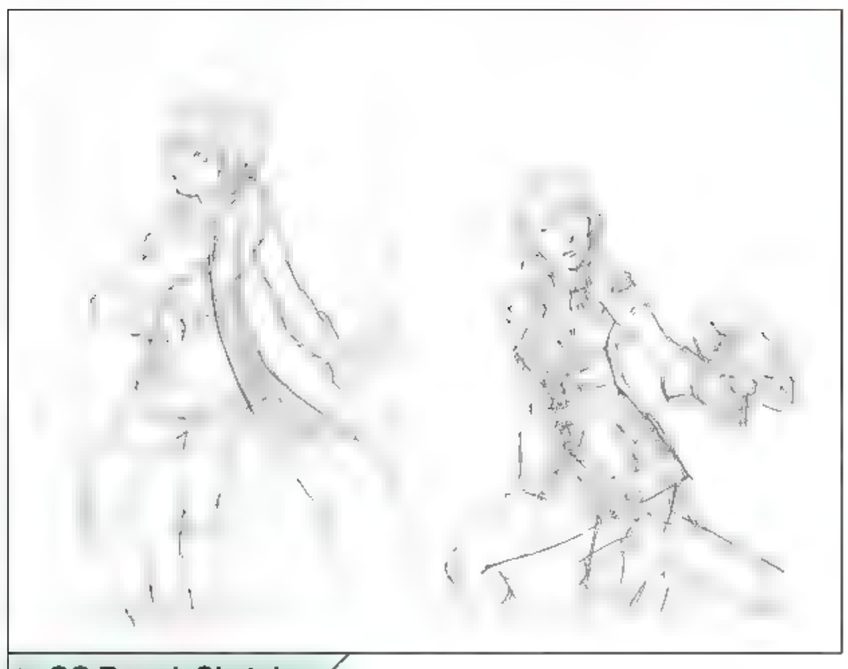


▶CG Illustration Pose Ideas

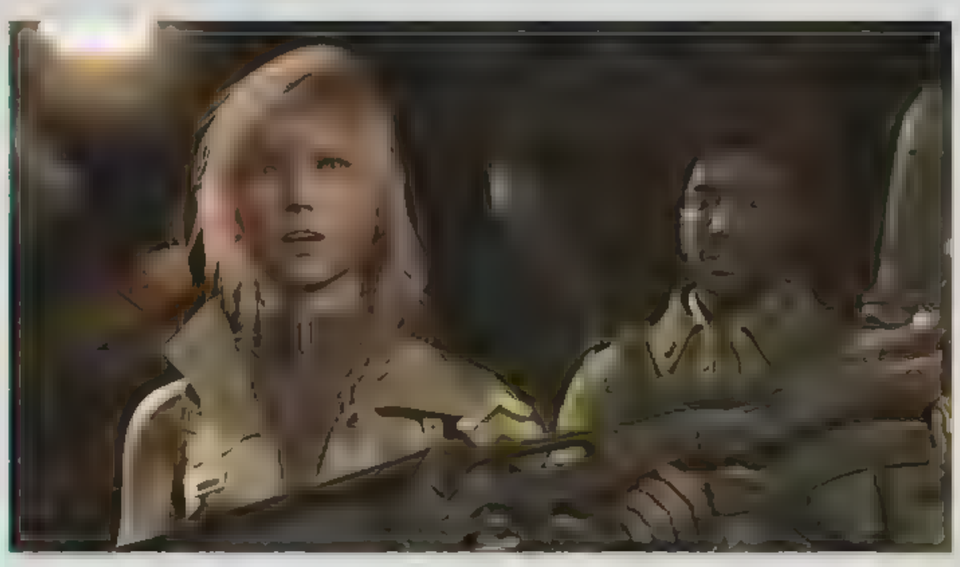






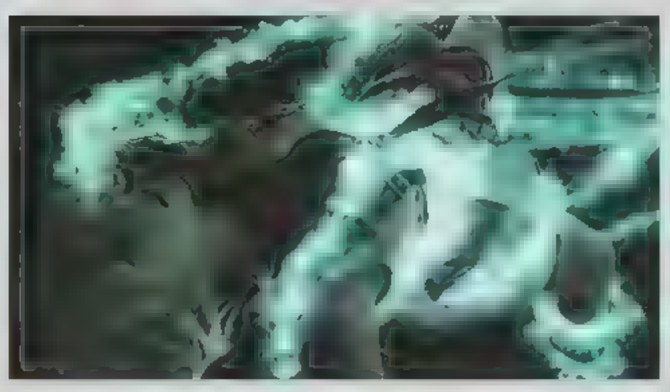


▶CG Rough Sketch



Uprising on the Purge Express

To save Serah inside the Pulse Vestige, Lightning resigns her military rank and voluntarily boards the Purge train with other forced evacuees. With precision and agility, she takes down the soldiers guarding the train's captives, including Sazh. He tries to tag along, but she ignores him and heads toward the Vestige



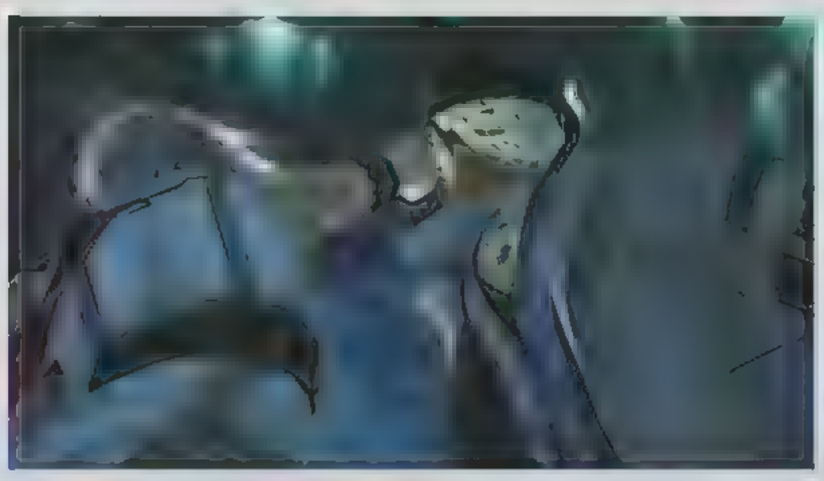
Brand of the L'Cie

Lightning finds Serah at Vestige, where her sister transforms into a crystal before her very eyes. Losing her cool, Lightning attacks and defeats Anima, the cause of her troubles. But in doing so, she, Snow, and the others are transformed into Pulse l'Cie.

A Shocking Eidolon Appears

Lost in despair and laser focused on bringing about the downfall of Sanctum, Lightning abandons her comrades and heads for Eden. Hope accompanies her, but she views him as dead weight and tells him he must "get tougher on his own." Just then, a mysterious entity appears. It is the eidolon Odin, a mythical servant to the l'Cie.





Does She Look Protected to You?!

Lightning has a history of butting heads with Snow. After he fails to protect Serah, Lightning sneers that Snow is all talk. But deep down she knows her frustration reflects her own feelings of inadequacy at her inability to keep Serah safe.

Memorable **Scenes**





Worst Birthday Ever

On her twenty-first birthday, Lightning learns that her sister Serah has become a l'Cie. Instead of dealing with this revelation head on, she pushes her sister away. Soon she discovers that Serah's claim is true, and Lightning is tormented with guilt.



You Survive!

Lightning and Hope arrive in Palumpolum, only to face the prospect of being hunted down by the Sanctum l'Cie. Lightning tries to fight them on her own, hoping that her companion will be able to escape.



You Convinced Me . . .

As she reevaluates her previous actions, Lightning grows to appreciate the better qualities of Serah's fiancé, Snow. At Sulyya Springs, Lightning sheds tears in front of Snow, allowing herself a moment of weakness in the presence of the man who worked to reunite them with Serah.



The Grand Prix at Dawn

To stop the rebellion incited by Barthandelus, the heroes head to Eden from Gran Pulse. They crash the race event being held to celebrate Cid Raines's appointment as primarch, causing quite a stir.



It Really Is a Miracle

After Lightning and her companions defeat the fal'Cie, the powerless Cocoon is prevented from crashing to earth by a pillar of crystal. The l'Cie reunite with their loved ones and rejoice at the miracle before them.

Snow

An indomitable, good-natured giant working to become a hero.

スノウ [Sunō]

▶ *Snow Villiers* スノウ・ヴィリアース

Personal Data

Gender	Male
[illegible]	21
Height	200 cm
Voice Actor	Daisuke Ono (Japanese)/ Troy Baker (English)

The leader of NORA, a group of vigilantes operating in Bodhum. Others might view him as simple, but Snow is optimistic and quick to act. Lauded as a hero by his comrades, he does his best to live up to their expectations. Snow is engaged to Lightning's sister Serah and tries to save her when she is taken to Vestige after becoming a Pulse l'Cie. When his attempt fails, he becomes a l'Cie himself. But he refuses to give up on Serah, taking up the mission of protecting Cocoon under the belief that this role is the Focus intended for him and his fellow l'Cie.

Memorable **Quotes**



"Lightning! I'll do whatever it takes. I'll finish this Focus . . . and keep Serah safe. That's my promise."

—At Lake Bresha, reacting angrily when Lightning calls him "all talk."

Snow believes that protecting Cocoon is his Focus as a l'Cie and that the same task was entrusted to Serah. After declaring his intent to fulfill that Focus, Snow tries to recover the crystallized Serah regardless of the danger. Lightning criticizes his reckless attitude, but his commitment stems from his need to protect Serah. Even fulfilling his Focus seems to be an extension of the promise he made to his love.

"Because our Focus doesn't matter! What matters to me is that we protect Cocoon, whatever it takes!"

—At the Fifth Ark, shaking off his hesitation and declaring his commitment before his comrades.

On their journey, Snow learns that the Focus assigned to him and his fellow l'Cie is the destruction of Cocoon. This revelation shakes him, but Snow believes that Serah is living with him, and he resolves to fulfil his lover's wish regardless of his Focus.

"The heroes never die. Come on. We've got a world to save!"

—At Orphan's Cradle, facing the fal'Cie Orphan.

Snow is a hero who protects people, even if they hate him for being a l'Cie. He jokes about this during the final battle, inspiring those around him with his courage.



▶ Full-Body Image



Death of a Mother

NORA—a group that protects citizens from Sanctum's PSICOM forces—add Hope's mother to their ranks. But when she loses her life protecting Snow, her absence casts a shadow over the relationship between her surviving son and the overconfident Snow.

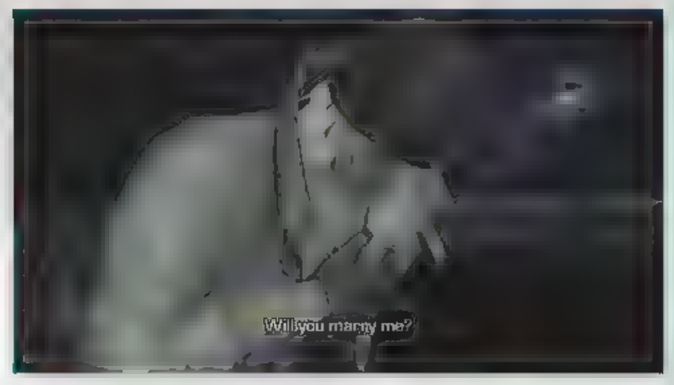
The Eidolon Sisters Appear

As Snow tries to dig Serah's crystal from the frozen landscape of Lake Bresha, he finds himself surrounded by Sanctum forces. In desperation he summons the Twin Sisters of Shiva. But after they send the soldiers packing, the eidolons turn their hostile attentions toward Snow.



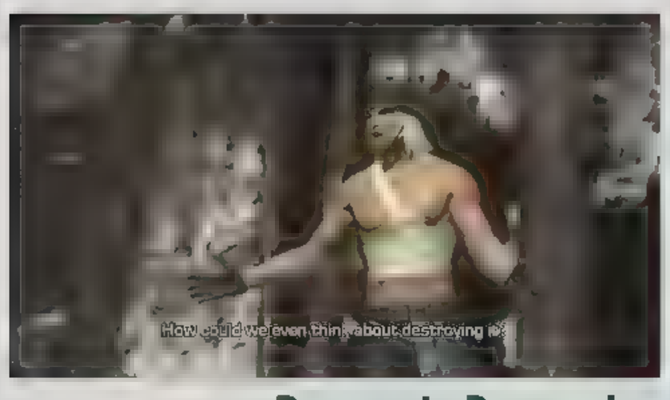
Memorable **Scenes**





His Proposal

In order to prevent Serah from becoming a Cie'th, Snow decides to help her fulfill her Focus as a l'Cie. As proof of his commitment, Snow proposes marriage to Serah just two days before the start of the story.



Desperate Persuasion

When the l'Cie are surrounded by Sanctum soldiers in Palumpolum, an unarmed Snow claims that they all share the same goal: protecting Cocoon. His appeal moves the hearts of the soldiers and their commander, Rosch, but it's not enough . . .



You're Gonna Allow It, Right?

Cocoon is saved, and the heroes are freed from the curse of the l'Cie, Serah included. Amid the joy of reunion, Snow asks his "Sis" to give her approval of his marriage to her sister.

Vanille

An innocent and sweet girl
whose attitude hides a grave secret.

ヴァニラ [Vanira]

▶ *Oerba Dia Vanille* ヲルバ＝ダイア・ヴァニラ

▶ Personal Data

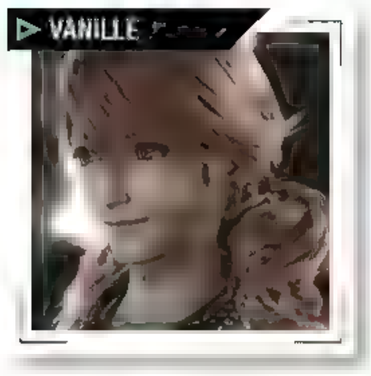
Gender	Female
Age	19 (plus approx. 600 years)
Height	161 cm
Voice Actor	Yukari Fukui (Japanese)/ Georgia van Cuylenburg (English)

A naive, enigmatic girl who travels with Lightning and her comrades. She is actually a l'Cie from Gran Pulse who invaded Cocoon during the War of Transgression six hundred years ago, before entering crystal stasis and falling into a long sleep. Like her companion Fang, Vanille wakes up thirteen days before the start of the story, triggering tragedies like the Purge. In her guilt, she tries to run away from her harsh reality, but over time she gains the courage to face what fate has in store.





Memorable **Quotes**



"Wishes aren't enough. Prayers either. This time I'm making a promise: I will keep Cocoon safe. I promise, no matter what."

—At Oerba, letting her comrades know that simply hoping for Cocoon's safety is a mistake.

She knows that her Focus is the destruction of Cocoon, but Vanille does her best to oppose it anyway. To do so, however, she pretends to not know her own Focus, and her prayer at the Bodhum fireworks was merely an appeal to a higher power. Reflecting on her past behavior, Vanille resolves to act in Cocoon's defense, putting her words into practice.

"It's too much, isn't it? Face it later."

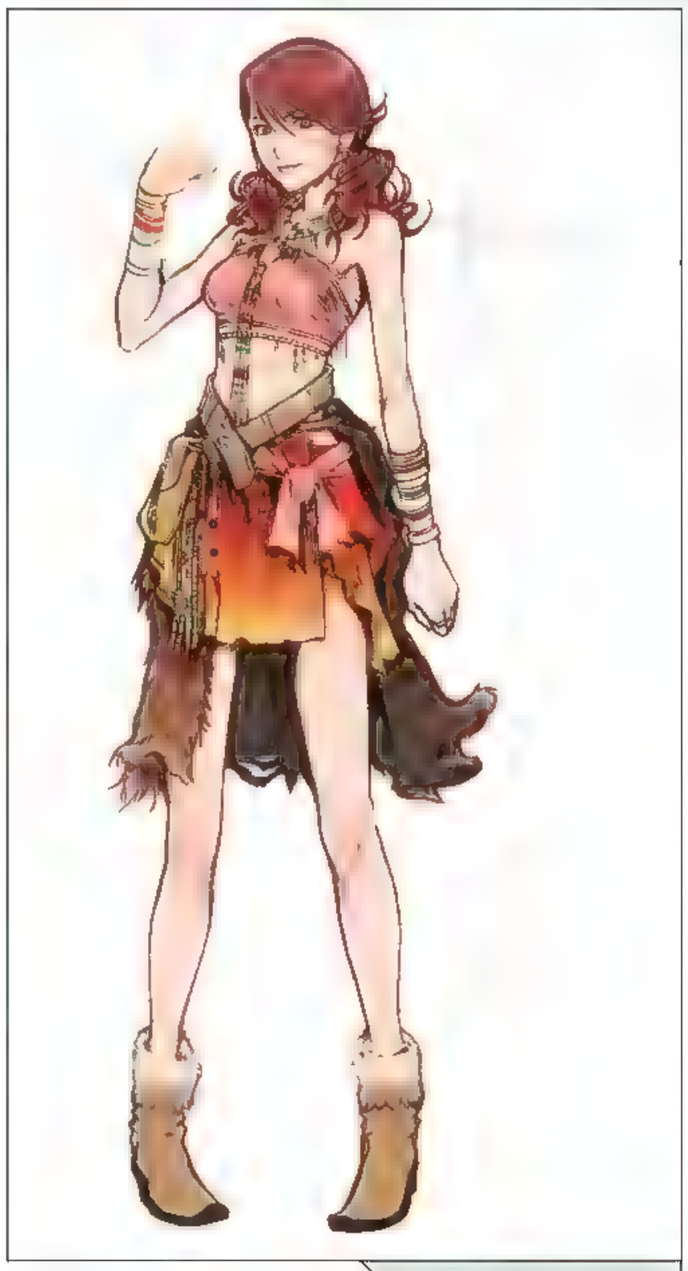
—At the Hanging Edge, embracing Hope, who is still in shock over his mother's death.

Vanille speaks gently to the boy, who is reeling from the realization that he is on his own now. These words mirror ones that Serah spoke to her (see page 255). They may be a sort of self-affirmation for Vanille, who seeks to escape the painful truth that her actions led to such tragic sacrifices.

"I'll be fine! It's only water."

—At the Sunleth Waterscape, responding to Sazh's concerns that she might get soaked in the rain.

Ignorant of Vanille's true identity, Sazh tells her that "scum from Pulse" turned his kid into a l'Cie. But the realization that she is the "scum" in question only deepens her guilt, forcing her to hide her tears under the cover of rain.

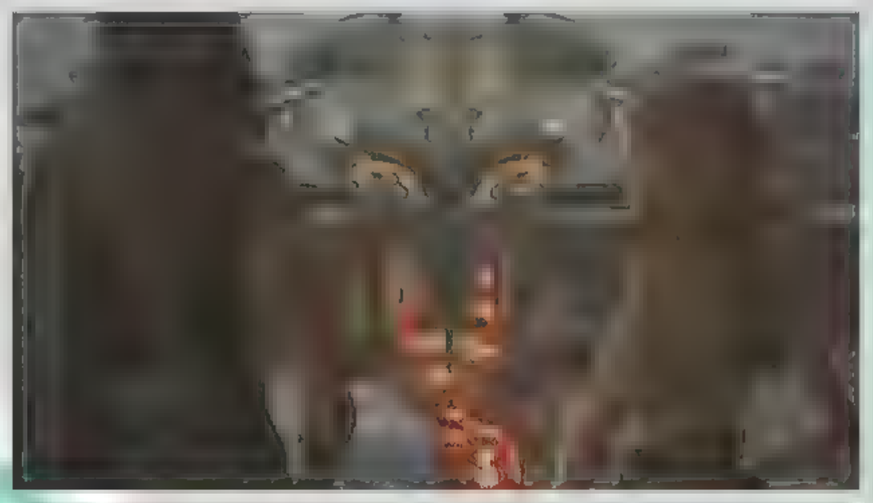


▶ Full-Body Image



Calm Down, Hope!

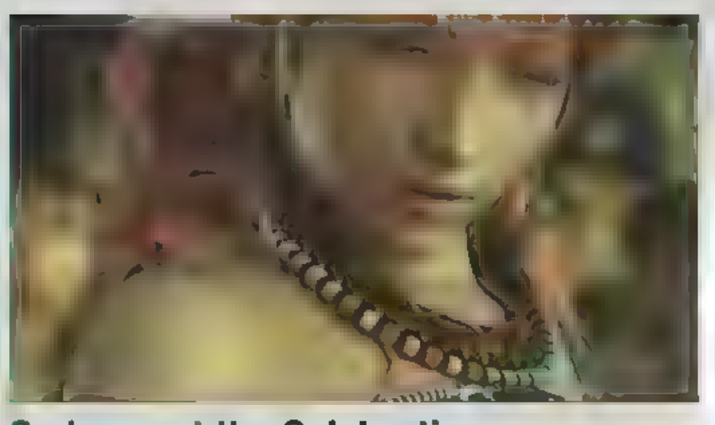
Although she often speaks in a child-like manner, Vanille treats Hope with maternal care. When his mother's death sends Hope into a stupor at the Hanging Edge, and when he fears the Purge at Pulse Vestige, Vanille holds him tightly to calm his nerves.



Flashback: Euride Gorge

After Vanille awakens from a six-hundred-year sleep, she and Fang head for the Sanctum fal'Cie Kujata to remember their Focus. But Kujata's caution around them causes him to bestow a l'Cie brand upon Dajh, a young boy who just happened to be in the area.

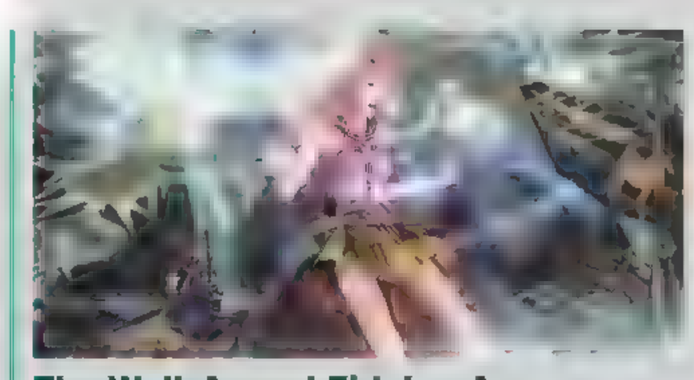
Memorable **Scenes**



Sadness at the Celebration

In Nautilus with Sazh, Vanille watches the eidolon parade called the Pompa Sancta. This was meant to be a brief respite, but hearing the tale of heroic Cocoon l'Cie punishing evil Pulse l'Cie only depresses her.





The Well-Armed Eidolon Appears

Not wanting to cause Fang pain, Vanille claims to have been Ragnarok in the distant past, but along their journey, she discovers the truth. The girl tries to wrestle with her feelings, but her inner turmoil causes the eidolon Hecatoncheir to manifest.

Making a Miracle with Their Own Hands

In order to atone for their past actions, Vanille and Fang transform into the legendary beast Ragnarok. Together they create a crystal pillar on the continent of Gran Pulse massive enough to support Cocoon in the sky.



Sazh

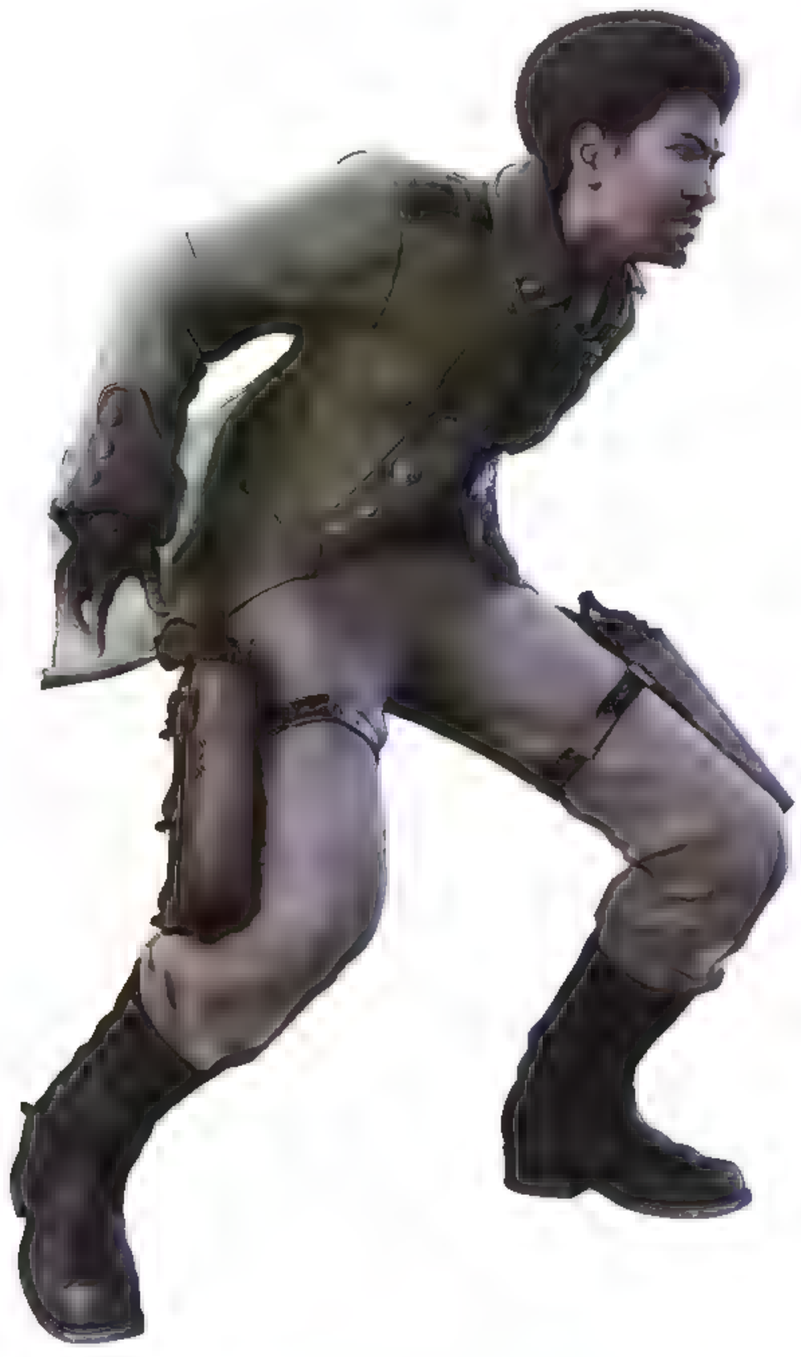
An ace pilot and doting father
with a chocobo chick in his hair.

サッズ [Sazzu]

► *Sazh Katzroy* サッズ・カッツロイ



The jovial airship pilot with his signature Afro. Sazh deeply loves his son Dajh, seeing in him the memories of his late wife. He carries a pet chocobo chick wherever he goes. He takes the fight to the Pulse l'Cie for the sake of his son, who has become a Sanctum l'Cie. Ironically, he is himself transformed into a Pulse l'Cie—one of his son's enemies. Cursing his fate and even contemplating death, Sazh eventually gains a new hope for saving his son and pledges to protect Cocoon until that day comes.



Personal Data

Gender	Male
Age	40
Height	189 cm (including hair)
Voice Actor	Masashi Ebara (Japanese)/ Reno Wilson (English)

► Chocobo Chick



Memorable **Quotes**



"You think you die and that's that? You think you die and everything'll be sugar and rainbows?"

—In Nautilus, angry at Vanille, who offers her life to atone for his son's fate.

Upon learning that his companion Vanille, is responsible for his son's curse, a shocked Sazh points his gun at her. But when he sees her willingness to accept death at his hands, Sazh realizes she is avoiding her responsibility and explodes with anger.

"I'm in. As long as you don't mind an amateur. I got these things. Might as well use 'em!"

—In the Pulse Vestige, joining Lightning to stand against Anima.

Sazh may be inexperienced on the battlefield, but he braves the dangers of Pulse Vestige to fulfill his son's Focus after his transformation into a Sanctum l'Cie. He musters up the courage to oppose Anima, the enemy of all Sanctum l'Cie.

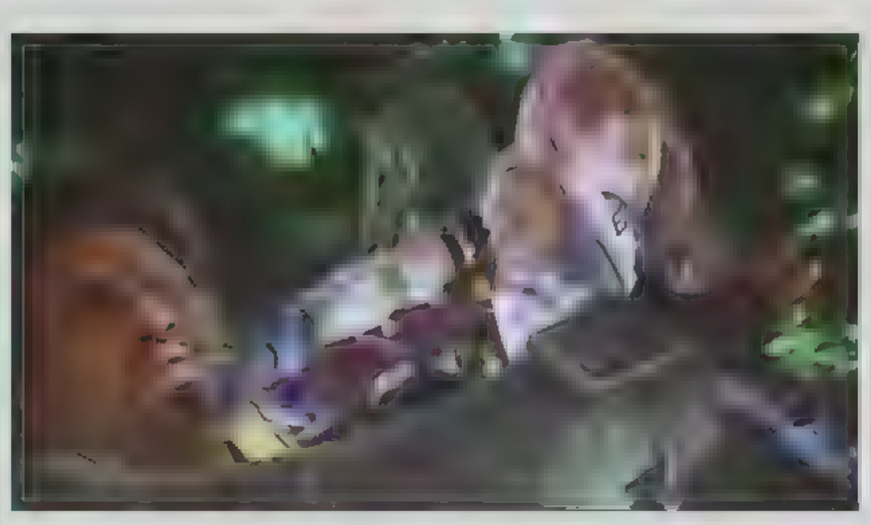
"I'm doing the flying. Only place this thing is taking us is where these boys tell it to."

—At the Fifth Ark, when his comrades voice caution about the airship before them.

Looking at the airship left by Dysley, Sazh reassures his comrades, who think it might be a trap. His words demonstrate the resolve to move forward under their own will and not that of the fal'Cie, as well as his confidence in his piloting skill.



▶ Full-Body Image



Together toward the Vestige

Sazh heads to the Pulse Vestige to prevent his son from becoming a monstrous Cie'th, but middle age and a lack of combat experience mean he can barely keep pace with veteran soldier Lightning. He ignores her harsh attitude and pushes onward for his son's sake.

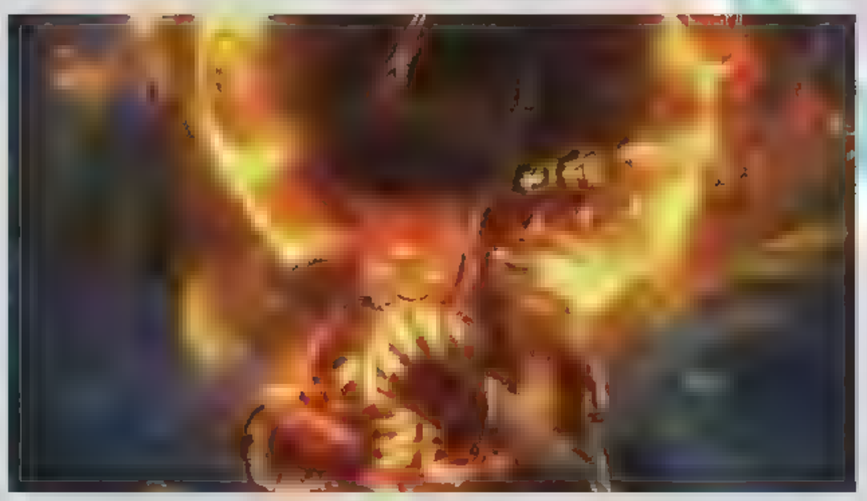
Escape from Lake Bresha

Sazh finds a military transport and uses it to take off from Lake Bresha. He demonstrates his proficiency as a professional airship pilot, dodging gunfire and using the terrain to shake his Sanctum pursuers.



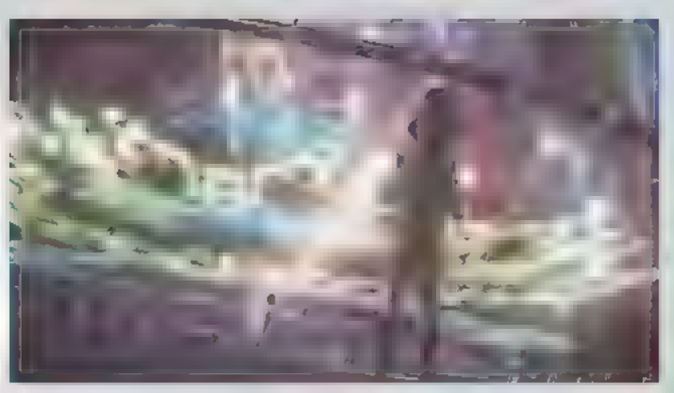
Memorable **Scenes**





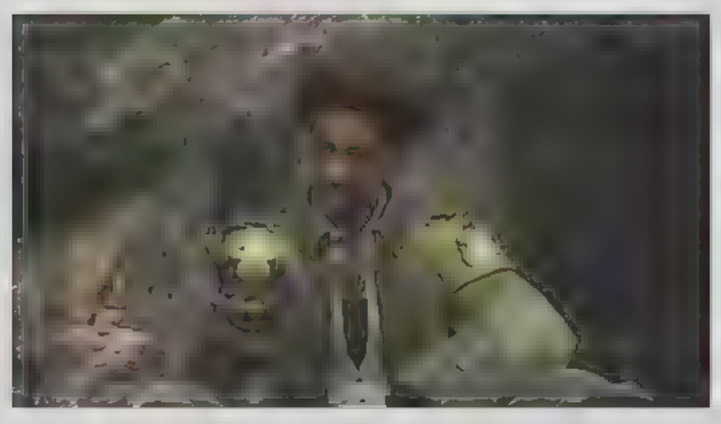
The Hot Rod Eidolon Appears

After Dajh becomes a crystal, Sazh learns that the l'Cie responsible was Vanille, his traveling companion. Gripped by rage and despair, he unwittingly summons the eidolon Brynhildr.



Tragedy Befalls His Beloved Boy

Sazh's son Dajh gets wrapped up in the conflict between the fal'Cie Kujata and "a pair of Pulse l'Cie" and is transformed into a Sanctum l'Cie. Hoping to save his son, Sazh makes a wish on the legendary fireworks . . .



His Bosom Buddy

Sazh discovers a herd of wild chocobos in Gran Pulse. He considers leaving his pet chocobo chick with them, but the chick has its own opinion on the matter.

Hope

A sensitive boy from the city looking to grow past the pain of his mother's demise.

ホープ [Hōpu]

▶ *Hope Estheim* ホープ・エストハイム

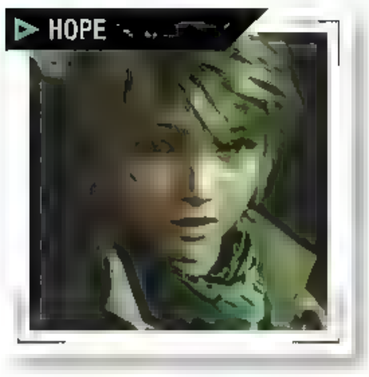


A gentle, sensitive middle-school student raised in the city of Palumpolum on Cocoon. An unlucky visit to Bodhum made him a victim of the Purge. The subsequent course of events caused him to lose his mother, Nora, and become one of the Pulse l'Cie. Hope carries a deep hatred for Snow, whom he blames for his mother's death. Originally determined to take a revenge of sorts, he ultimately finds common ground with Snow during their journey. After reconciling with his long-estranged father, Hope uses his intelligence to precisely assess situations and becomes a driving force behind the success of the l'Cie heroes.

Personal Data

Gender	Male
[illegible]	14
Height	153 cm
Voice Actor	Yūki Kaji (Japanese)/ Vincent Martella (English)

Memorable **Quotes**



"Just leave me alone! It's your fault—it's your fault my—you could've—all of this is your and Serah's fault!"

—At Lake Bresha, despairing over his identity as a l'Cie after getting scolded by Snow.

Hope is pulled into the Purge and becomes a l'Cie, despite having no connection to either event. This sends him into an understandable panic. Blaming Snow for everything, Hope is filled with so much anger he can barely speak. He also directs his rage toward Serah inside Pulse Vestige, which attracts the irritation of both Snow and Lightning.

"As long as you have a goal, you can fight?"

—At the Vile Peaks, asking Lightning about fighting when one has a clear idea of one's enemy.

Hope admires Lightning's unflappable calm and looks up to her as a mentor. Though Lightning had been blindly rushing ahead to shake off her inner turmoil, the boy didn't know that. Instead he adopts a warped resolution and pledges to take revenge against Snow.

"Lightning, you told me on Cocoon. It's not a question of can or can't. We just do it. That's our only choice this time."

—At Oerba, speaking to his friends, who have learned that not only is the l'Cie curse unable to be lifted, but a rebellion exists in Cocoon.

Quoting Lightning's words from Vile Peaks, Hope encourages the others to carve a path with willpower even if the situation looks bleak. His speech demonstrates his evolution from dead weight to a leader capable of inspiring the team.



▶ Full-Body Image

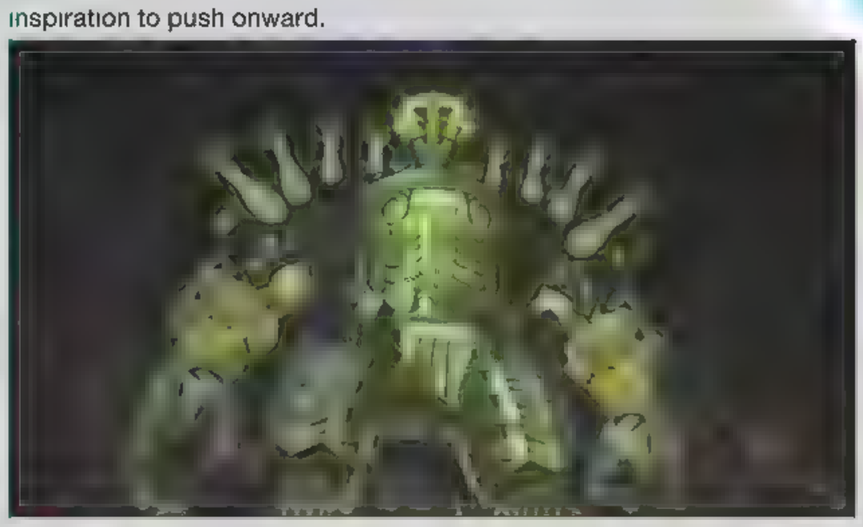


The Duo Heading to Vestige

After watching his mother die, Hope wants nothing more than to confront Snow, the man he believes to bear responsibility for the tragedy. But no matter how many times he gets the opportunity, Hope cannot work up the courage to face him. When Snow heads for Pulse Vestige, Hope chases after him with Vanille as backup.

The Gilded Eidolon Appears

Exhausted in mind and body, Hope collapses in Gran Pulse as his l'Cie brand activates. His anguish causes the eidolon Alexander to appear, giving the boy new inspiration to push onward.

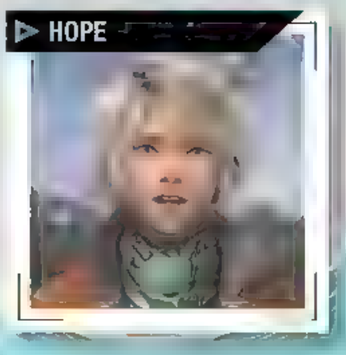


Love-and-Hate Relationship

To avenge his mother, Hope prepares to take Snow's life in the name of "Operation Nora" but is interrupted by a Sanctum attack. Though Snow is his hated enemy, he ends up saving Hope with no hesitation.

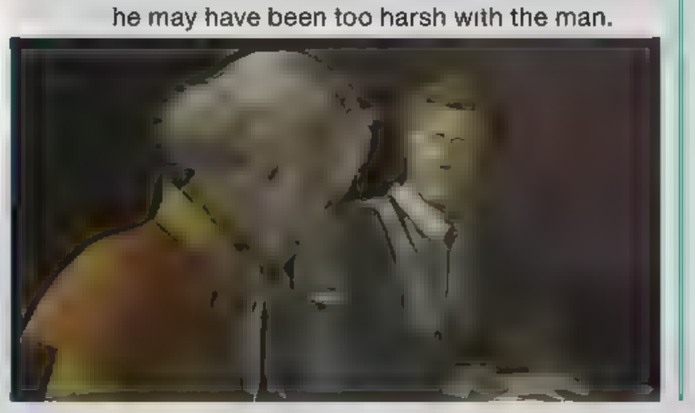


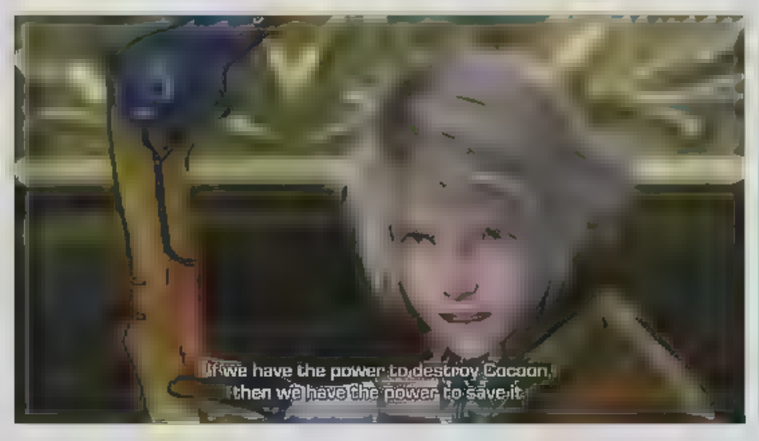
Memorable **Scenes**



An Overdue Reconciliation

Hope's father, Bartholomew, is waiting for him at their home in Palumpolum. Seeing his father treat him considerately and express his grief over the loss of his wife, the boy realizes that he may have been too harsh with the man.





The Power to Destroy Is the Power to Save

If the l'Cie are capable of destroying Cocoon, it stands to reason that the same power can save it. Hope and his allies place their trust in this belief as they face the fal'Cie Orphan.

Fang

The fierce, compassionate warrior who protects her comrades against all odds.

ファング [Fangu]

▶ *Oerba Yun Fang* ヲルバ＝ユン・ファング

A spirited woman from Gran Pulse. She and Vanille grew up like sisters, and she worries about her friend more than anything else. Six hundred years ago, Fang and Vanille were chosen as l'Cie, becoming the beast Ragnarok and attacking Cocoon. The transformation was undone by a goddess who took pity on the people of Cocoon, and the pair were transformed into crystals. Thirteen days before the start of the story, Fang is revived with a scorched l'Cie brand and no memory of her Focus. She fears that Vanille might become a Cie'th and vows to prevent it, even if it means the destruction of Cocoon.

Personal Data

Gender	Female
Age	21 (plus approx. 600 years)
Height	175 cm
Voice Actor	Mabuki Andou (Japanese)/Rachel Robinson (English)



▶ Sketch for CG

Memorable **Quotes**



"Check this out! A miracle—Gran Pulse style!"

—At the *Palamecia*, aiming at the flying enemy soldiers.

This natural warrior raised in Mother Nature does everything with gusto. Fang doesn't just eliminate the enemy—she subjugates it into a flying mount for her friends and herself.

"Lady Luck sure ain't on his side!"

—At Orphan's Cradle, facing Orphan after Vanille mentions making a real miracle happen.

All the previous talk of Lady Luck has referred to things provided by the fal'Cie. But Fang now believes she and her comrades can call on Lady Luck through their willpower, thereby creating a true miracle.

"Guess I deserve it, after what I did. Are they my sin to bear for choosing salvation?"

—At Orphan's Cradle, dumbstruck that her comrades have become Cie'th.

Fang panics, concluding that the only way to protect the others is to transform into Ragnarok. She even attacks her friends when they try to stop her, but this only turns them into monstrous Cie'th. She's not only drawn others into this mess—she can't even protect the ones most important to her . . . Guilt and despair weigh heavily on Fang's heart.

"I'll tear down the sky if it'll save her."

—At Palumpolum, talking with Lightning about her and Vanille.

Fang refers to Vanille, who is an irreplaceable presence in Fang's life. Vanille is special, even among Fang's l'Cie comrades. The hardened warrior cannot bear the thought of anything happening to her closest friend.



Full-Body Image



You Want to Keep Breathing?

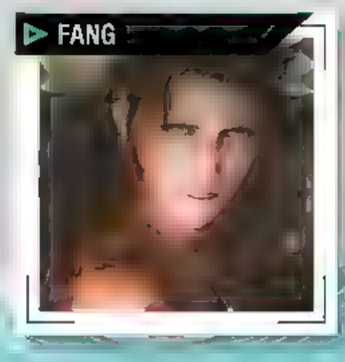
After their separation at Euride Gorge, Fang heads to Lake Bresha with Rygdea of the Cavalry to search for Vanille. There she finds Snow, exhausted from his harrowing battle against the Shiva sisters. Fang takes him under her protection, using less-than-delicate tactics.

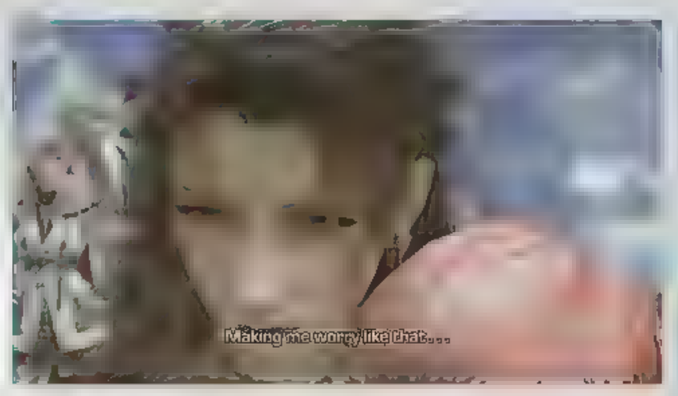
The Pigheaded Duo Sallies Forth

Hopping on the back of Snow's Eidolon Shiva in its Gestalt mode, Fang barges into the Palumpolum plaza. Together they scatter the Sanctum forces that surround Lightning and Hope.



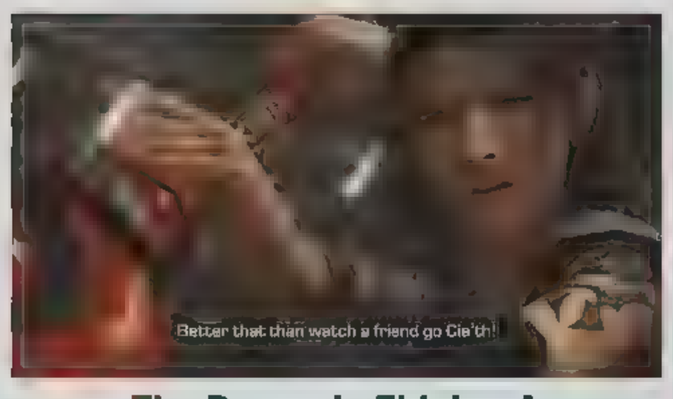
Memorable **Scenes**





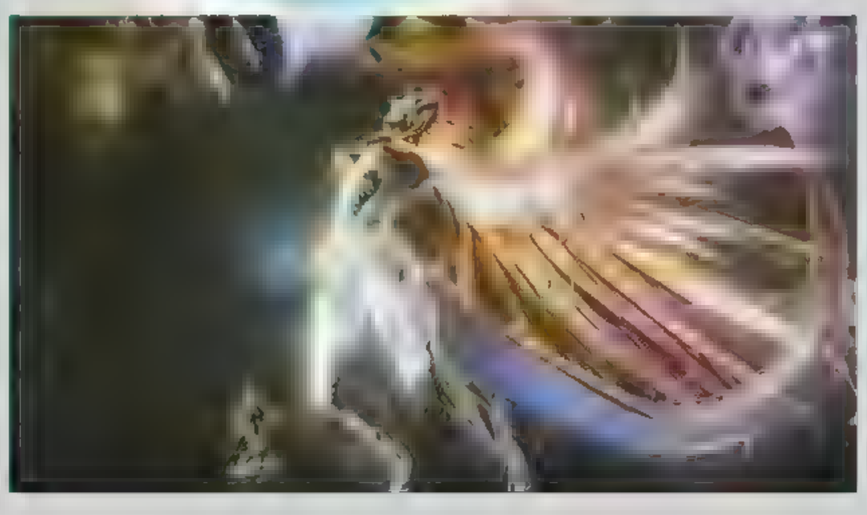
Together Again

"For her sake, I'll face down any number of enemies . . ." With this resolution, Fang heads to the Sanctum warship *Palamecia*. She finds Vanille during her escape attempt, and the two rejoice at their reunion.



The Draconic Eidolon Appears

Snow and the others decide to protect Cocoon even at the cost of denying their Focus. But Fang objects, not wanting her comrades to become Cie'th, and reluctantly turns her weapon on them. Responding to her inner distress, the eidolon Bahamut swoops in from above.



Call of the Beast

Despair over her failure to protect her friends and anger toward the fal'Cie who bring pain upon the l'Cie . . . These negative emotions become the fuel for Fang's power, transforming her into the beast Ragnarok just like in the distant past. Fang challenges Orphan alone, but to no avail . . .

Serah

Frail in body but strong in will,
the beloved younger sister of Lightning.

セラ [Sera]

▶ *Serah Farron* セラ・ファロン



Lightning's sister, three years her junior. She and Snow are lovers, but Lightning disapproves of this relationship. A curious Serah enters Vestige and becomes a Pulse l'Cie. Snow subsequently proposes to her so the two of them can find a way to overcome her fate together. When Serah reveals this to her sister, they have a falling-out. Serah is later imprisoned inside the Vestige to talk directly with the fal'Cie. She becomes a crystal in front of the sister and lover who had come to save her, but her heart stays with Snow and supports him throughout his journey.

Personal Data

Gender	Female
Age	18
Height	164 cm
Voice Actor	Minako Kotobuki (Japanese)/Laura Bailey (English)

Memorable **Quotes**



"You can save us . . . protect us all . . . save Cocoon."

—At Pulse Vestige, speaking with her lover and her sister with her brand at its limit.

Serah leaves these final words as she transforms into a crystal. Snow takes her words to heart, believing that Cocoon's protection is everyone's Focus. Without knowing what the truth may be, the heroes set out to fulfill Serah's wish.

"Well, if it's too much to deal with, face it later."

—In Vanille's flashback "Day Nine: Serendipity," trying to cheer up Vanille when she's down.

Serah says this to Vanille, not knowing her feelings of guilt over her role in Serah being branded as a l'Cie. It offers relief to the troubled Vanille but is also an excuse to keep running away from reality.

"The point is, I have people I can count on. I'll make it through."

—In Vanille's flashback "Day Nine: Serendipity," speaking with Vanille about the ones who are important to her.

After telling Vanille to face her problems later, Serah follows up with these words of assurance. Although the weight of the l'Cie curse nearly crushed her, Serah gained hope of overcoming her fate from Snow. Her words here draw from that very personal experience.

"Get it now? You're my enemy. Goodbye."

—In Snow's flashback "Day Seven: Revelation," revealing her brand to Snow when he refuses to say goodbye.

Practically speaking, the Pulse l'Cie are the servants of the Pulse fal'Cie and thus are enemies of Cocoon. After being put in that impossible position, the last thing Serah wants to do is get her lover wrapped up in the same mess, and she tries to push him away instead . . .



▶ Full-Body Image



A Grasp at Eternity

When Serah is at death's door due to the advancement of her l'Cie brand, she crystallizes before Lightning and Snow, her would-be rescuers. "When l'Cie fulfill their Focus, they become crystal and gain eternal life." It appears that the stories were true . . .



Beneath Legendary Fireworks

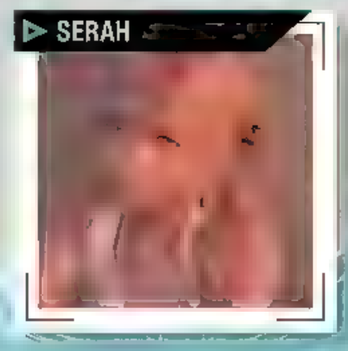
Having accepted Snow's marriage proposal, Serah boards a hoverbike with her new fiancé to watch the local fireworks. The pair share a passionate kiss in front of the fireworks that are said to grant any wish.

Memorable **Scenes**



Lovers Torn Apart

To ask the fal'Cie directly about the nature of her l'Cie Focus, Serah teams with Snow to evade Sanctum pursuit and head inside the Pulse Vestige. In the end, only she is allowed to enter the Vestige.





Girl Talk on the Beach

Serah is lightly injured a few days before the start of the story, but her wound is healed by Vanille. She takes the girl to her favorite spot on the beach. The two freely share their worries, neither of them knowing the other's identity.



Moving Reunions

After Cocoon is saved, Serah is freed from the curse of the l'Cie. She and Dajh join the others, and Serah embraces Lightning and Snow and rejoices in their heartfelt reunion.



▶ Full-Body Image and Face Illustration

Dysley (Galenth Dysley)

ダイスリー [Daisurī]

▶ Personal Data

Gender: Male
Height: 185 cm
Voice Actor: Masaru Shinozuka (Japanese)/ S. Scott Bullock (English)

The primarch of Sanctum, Cocoon's governing body. Possessing outstanding leadership skills, Dysley unites the populace and serves as an intermediary between the government of the people and Eden—the fal'Cie in charge of Cocoon. Dysley's true identity is that of the fal'Cie Barthandelus, a being who plans to massacre countless people to open the gate to the unseen realm. He secretly guides the l'Cie heroes to bring about the destruction of Cocoon.

Memorable **Quote**

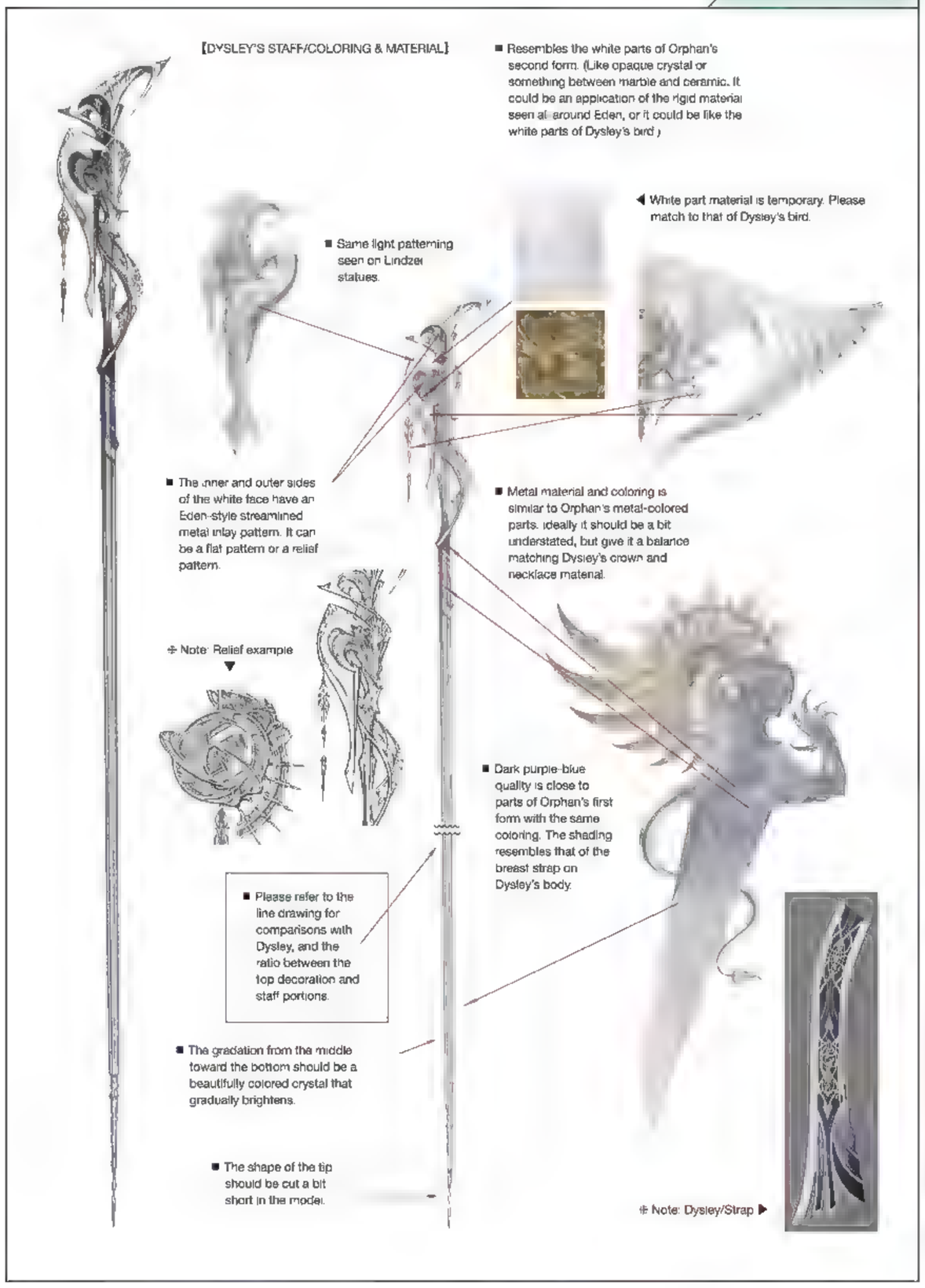
"Pitiful l'Cie, you've forgotten your Focus. Ragnarok is the beast one of you must become in order to lay waste to Cocoon."

—At the *Palamecia*, letting the l'Cie know the easiest way to fulfill their Focus.



▶ Full-Body Image and Face Illustration (Pre-color)

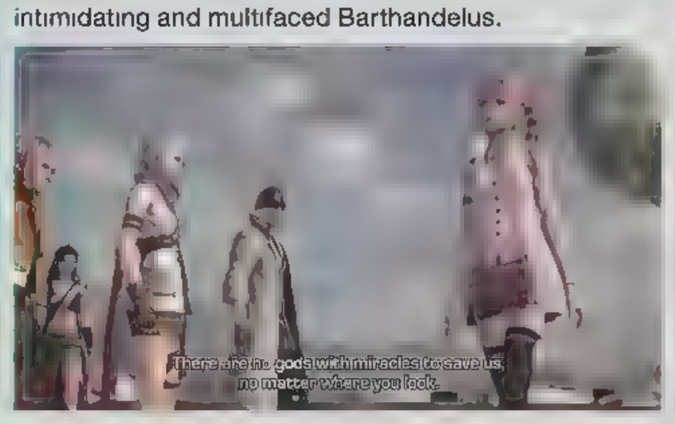
▶ Staff Design



Memorable **Scene**

The Deceitful Doppelgänger

When Lightning and the others arrive at Oerba, Dysley appears in the guise of Serah and urges them to destroy Orphan and Cocoon. He returns to his true form in the middle of the conversation, shocking the party as their beloved Serah becomes a grim old man and then the intimidating and multifaced Barthandelus.





Raines (Cid Raines)

レインズ [Reinzu]

Personal Data

Gender: Male　Height: 199 cm

Voice Actor: Yuichi Nakamura (Japanese)/ Erik Davies (English)

Commander of the Guardian Corps Wide-Area Response Brigade, a.k.a. the "Cavalry." Cid plans to overthrow Sanctum, but in a twist of fate he becomes Barthandelus's l'Cie instead. Although Cid acts according to his Focus of helping the Pulse l'Cie destroy Cocoon, the defiance of Lightning and the others leaves a deep impression on him and inspires him to follow his own beliefs. Defying his Focus, Cid challenges the party to battle and is ultimately crystalized.



▶ Full-Body Image

Memorable **Quote**

"I gained all the power I could hope for, but was a puppet with no will to wield it. It wasn't the fal'Cie who changed—it was me."

—At the Fifth Ark, revealing his secret to the l'Cie in a self-deprecating manner.

Rygdea

リグディ [Rigudi]

Personal Data

Gender: Male　Height: 180 cm

Voice Actor: Yasuyuki Kase (Japanese)/Andrew Philpot (English)

Captain of the Cavalry who works as Cid Raines's right-hand man. He is devoted to Cid and his mission to overthrow Sanctum. But after Dysley's disappearance, Rygdea comes to resent his former commander after Cid is named the new primarch. He leads the Cavalry to attempt a coup d'état, completely unaware that he is playing into the hands of the fal'Cie Barthandelus.

Memorable **Quote**

"Damn idealism! Ya feed it blood, and it howls for more!"

—At Eden, running his mouth while diving into a fight with PSICOM soldiers after shooting Cid Raines.

▶ Design



Rosch (Yaag Rosch) ロッシュ [Rosshu]

Personal Data

Gender: Male　Height: 190 cm

Voice Actor: Hiroki Tōchi (Japanese)/Jon Curry (English)

An officer of PSICOM, Sanctum's secret military agency to combat the menace of Pulse. He holds the rank of lieutenant colonel. While he possesses a strong sense of justice, Rosch is a realist through and through. When the l'Cie appear in Palumpolum, he deploys a pragmatic strategy that prioritizes the elimination of the enemy above the safety of the citizens.



Memorable Quotes

"You don't understand why we're here."

—At Palumpolum, rebuking the soldiers who insist he doesn't know what it's like out there.

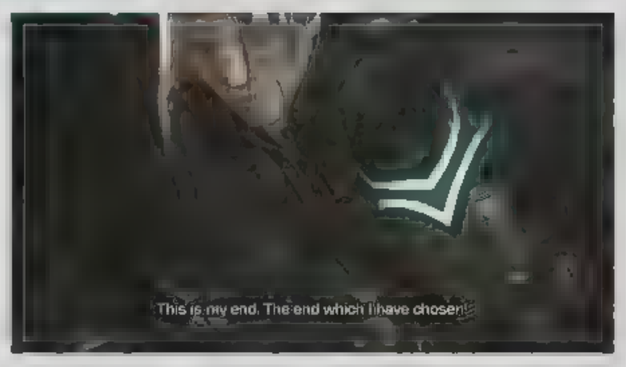
"We can trust the pawns no more than the fal'Cie who move them. Humanity's fate rests in its own hands!"

—At Eden, attacking the l'Cie.

Memorable Scene

Entrusting Hope to the L'Cie

"Humans protect humans . . ." Rosch had long fought according to that belief. But after his defeat at the hands of the l'Cie, he resolves to protect the citizens even if it means he must ask the heroes for help. Ending the operation to defeat the l'Cie, Rosch blows himself up to halt the advance of the pursuing monsters—sacrificing himself in one last act of heroism.





▶ Saber Design

▶ Design





Nabaat (Jihl Nabaat)

ナバート [Nabāto]

Personal Data

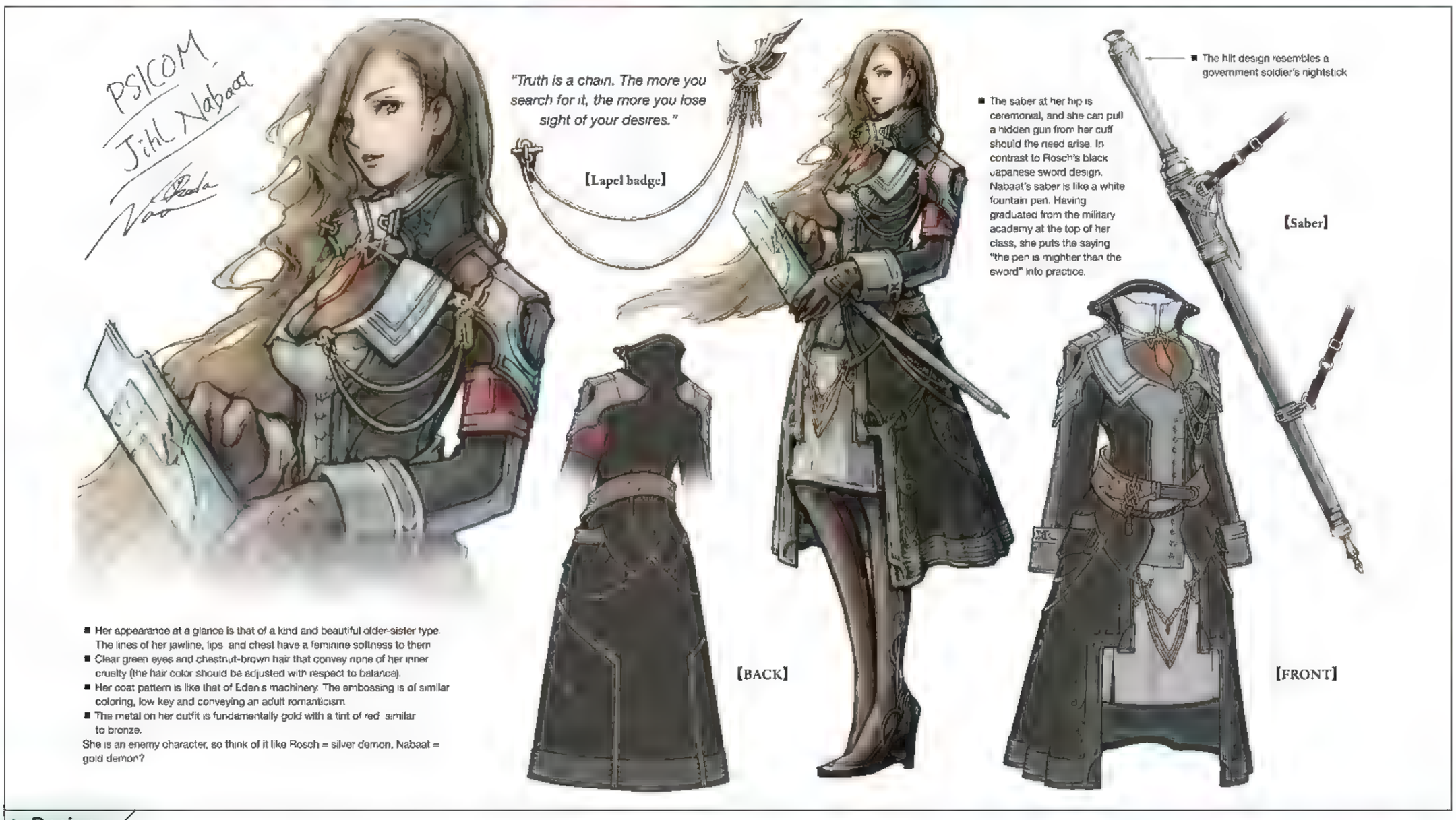
Gender: Female
Height: 166 cm (176 cm including heels)
Voice Actor: Mie Sonozaki (Japanese)/Paula Tiso (English)

A PSICOM lieutenant colonel whose gentle appearance belies a ruthless streak. She was present when Dajh became a l'Cie and subsequently monitored the boy in the name of safekeeping. She keeps Sazh and Vanille in check by using Dajh as a hostage of sorts but is attacked by the heroes while she is escorting them. Nabaat tries to defend Dysley but loses her life at the hands of the primarch himself.

Memorable **Quote**

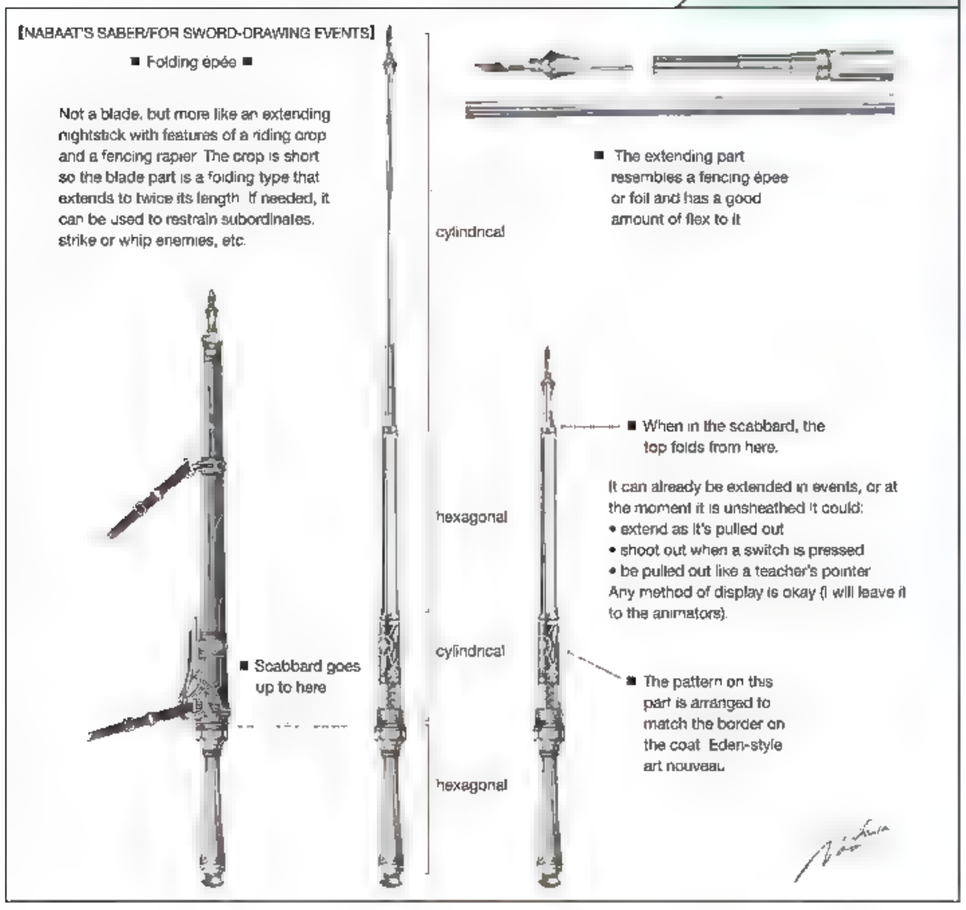
"Ironic, isn't it? The very girl you're protecting . . . is the one who stole your son."

—In Nautilus, explaining that Vanille is responsible for causing the incident at Euride Gorge.



Design

Saber Design



Glasses Design



Gadot

ガドー [Gadō]

Personal Data

[redacted] Male [redacted] 21
[redacted] 192 cm
Voice Actor Biichi Satoh (Japanese)/
Zack Hanks (English)

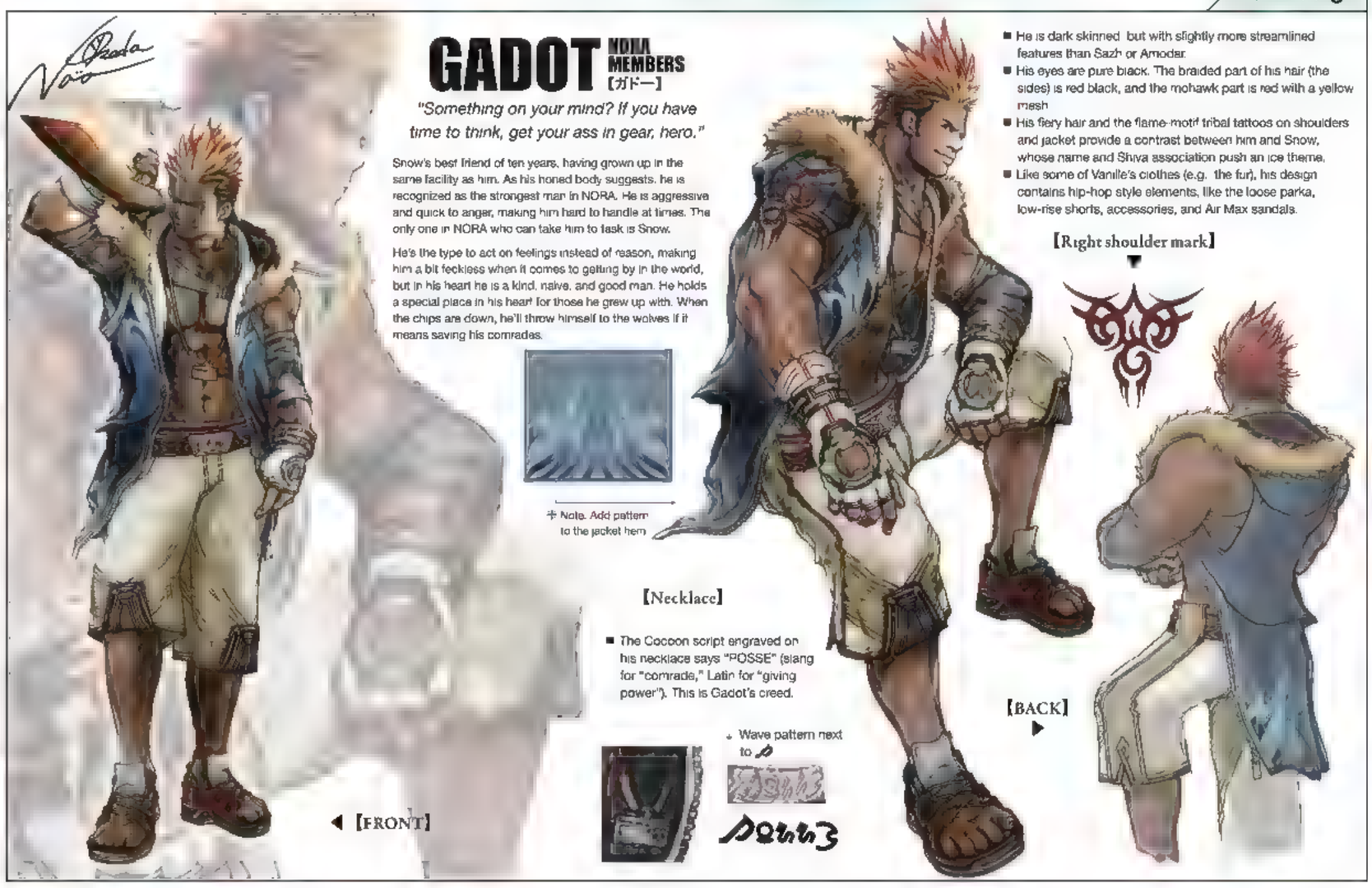
A brawny man who serves as NORA's shock trooper. Gadot was raised in the same orphanage as Snow and admires his friend as a true hero. At the Hanging Edge, Gadot fights with a handheld machine gun to protect citizens from PSICOM's brutality.

Memorable **Quote**

"You got plenty of time for thinking on the way, hero."

—At the Hanging Edge, giving tough love to Snow, who's still in shock over his failure to save Hope's mother.

▶ Design



Lebreau

レブロ [Reburo]

Personal Data

[redacted] Female [redacted] 19
[redacted] 168 cm
Voice Actor Yū Asakawa (Japanese)/
Anndi McAfee (English)

In addition to being one of NORA's founding members, she is the manager of a café in Bodhum and one heck of a cook. Lebreau has nerves of steel, fighting on the frontlines against PSICOM and inspiring everyone around her with her bravery.

Memorable **Quote**

"PSICOM's nothing but a whole bunch of bluster and bullying. They got nothing on NORA."

—At the Hanging Edge, trying to lift the spirits of the whining Maqui.

▶ Design



Maqui

マーキー [Mākī]

Personal Data

Gender: Male　Age: 18
Height: 162 cm
Voice Actor: Makoto Naruse (Japanese)/ Daniel Samonas (English)

A boy who joined NORA out of admiration for Snow's strength. He is a skilled tinkerer and operates a junk shop called Lenora's Garage. Unfortunately he's useless in a fight and whines constantly during the battle with PSICOM.

Memorable **Quote**

"Ahhh! It's even worse!"

—At the Hanging Edge, complaining as the team fights PSICOM soldiers.



▶ Design

Yuj

ユージュ [Yūju]

Personal Data

Gender: Male　Age: 19
Height: 181 cm
Voice Actor: Wataru Hatano (Japanese)/ Jeff Fischer (English)

One of the founding members of NORA, raised in the orphanage alongside Snow and the others. Compared to Snow or Gadot, he's not much good in a fight. In the battle at the Hanging Edge he can be seen escorting defenseless citizens to safety.

Memorable **Quote**

"Then why didn't you tell us? Why the hell didn't you come and find us?"

—At Eden, to Snow, who hadn't placed trust in his comrades.

Memorable **Scene**

Fal'Cie Are No Match for NORA!

As the heroes are heading to the center of Eden to save Cocoon, the gate ahead of them closes and prevents them from progressing further. Just when hope seems lost, the members of NORA open the gate. Despite Snow becoming a Pulse l'Cie, the team's bonds are as strong as ever. They even scale up their usual catch phrase, "The army's no match for NORA." United in their cause, they go on to defeat the fal'Cie.



▶ Design



Amodar

アモダ [Amoda]

Personal Data

Gender: Male
Height: 186 cm
Voice Actor: Yuji Ueda (Japanese)/ Dave Wittenberg (English)

The capable and good-natured lieutenant of the Bodhum Security Regiment, part of Sanctum's Guardian Corps. As Lightning's direct superior he valued her abilities highly and promised to recommend her for officer training as a gift for her twenty-first birthday.

Memorable **Quote**

"Think of your sister, and your future. And, uh, keep your nose out of trouble."

—In Lightning's flashback "Day 11: Confession," recommending a promotion for Lightning.

Design



Dajh (Dajh Katzroy)

ドッジ [Dojji]

Personal Data

Gender: Male
Age: 6
Height: 117 cm (including hair)
Voice Actor: Shotaro Uzawa (Japanese)/ Connor Villard (English)

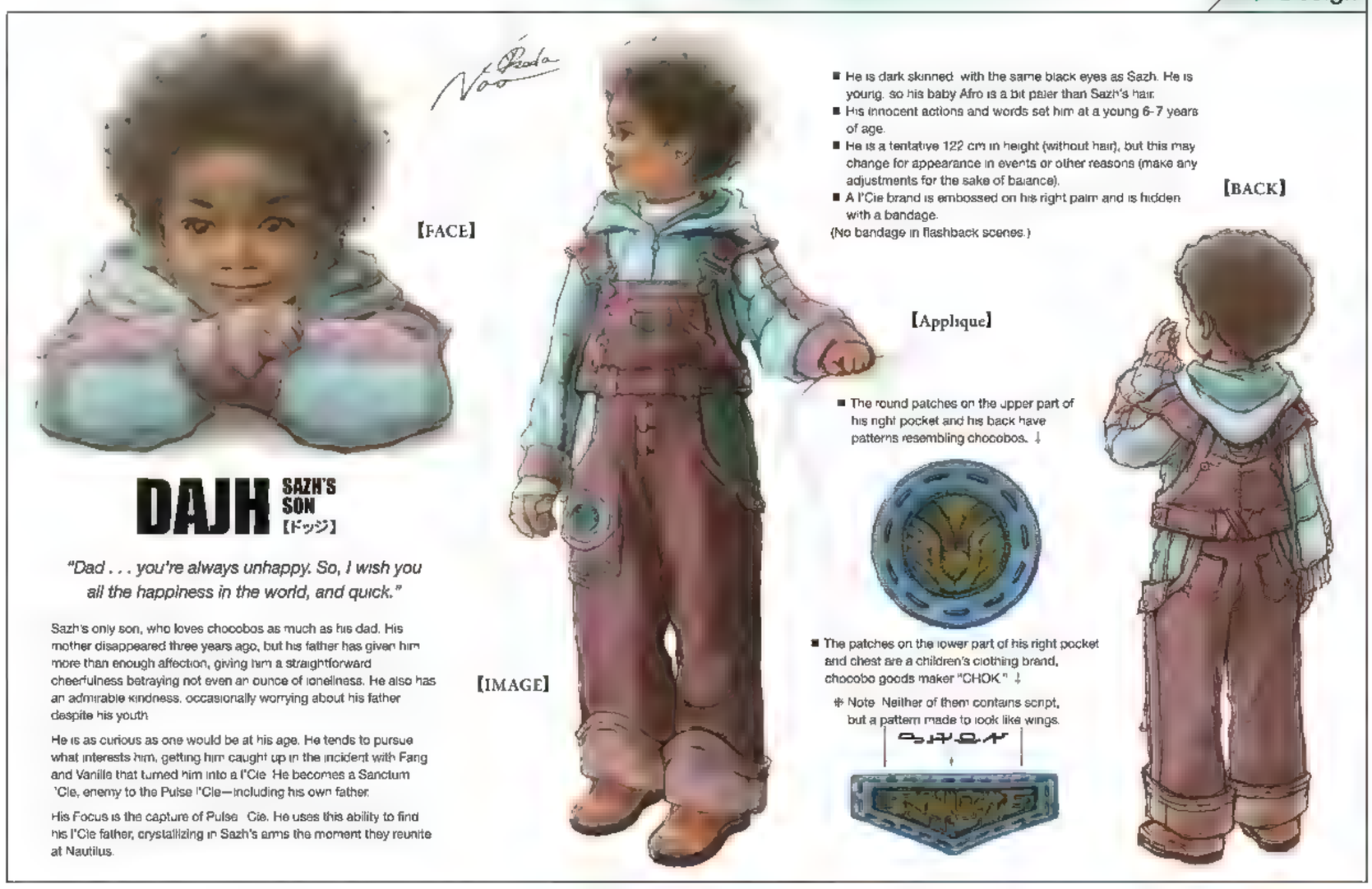
Sazh's only child and a lover of chocobos. Eight days before the start of the story, he goes sightseeing in Euride Gorge and is made a Sanctum l'Cie by the fal'Cie Kujata. When Dajh reunites with the Pulse l'Cie Sazh at Nautilus Park, he fulfils his Focus and becomes a crystal.

Memorable **Quote**

"So here's what I wished: I wished that you'd cheer up and be like your old self again."

—In Sazh's flashback "Day 11: Child," using the legendary fireworks to wish for Sazh's happiness.

Design



Nora (Nora Estheim)

ノラ [Nora]

Personal Data

Gender: Female　Height: 163 cm
Voice Actor: Komina Matsushita (Japanese)/ Mary Elizabeth McGlynn (English)

An unlucky woman who was rounded up during the Purge while visiting Bodhum with her son, Hope. She takes up a weapon and fights side by side with Snow and the other members of NORA to defend the refugees at the Hanging Edge but dies while attempting to save Snow.

Memorable **Quote**

"I told you, didn't I? Moms are tough."

—At the Hanging Edge, shooting down a PSICOM skytank to save Snow.

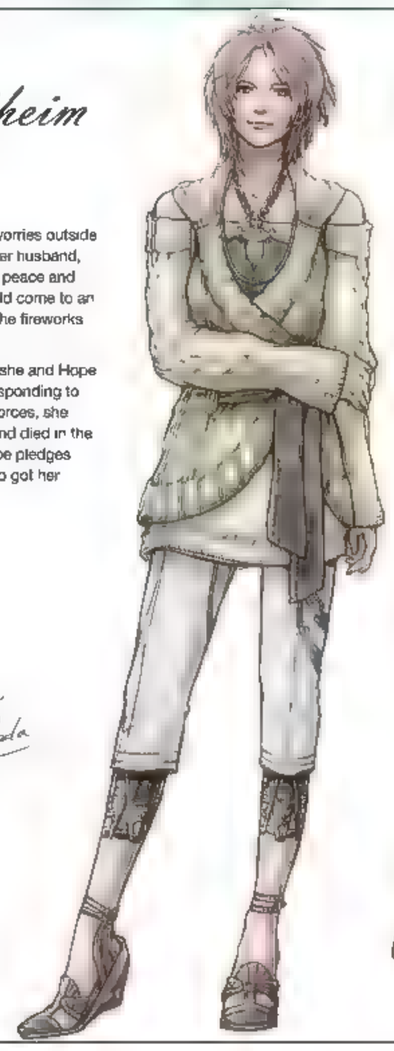
Design



Nora Estheim
【ノラ・エストハイム】

Hope's mother. She had no major worries outside of the conflict between Hope and her husband, Bartholomew, and lived her days in peace and happiness. But that happiness would come to an end when she took her son to see the fireworks festival at Bodhum.

An unfortunate target of the Purge, she and Hope were sent to the Hanging Edge. Responding to Snow's call to oppose the military forces, she joined the fight to protect her son and died in the process. Witnessing her death, Hope pledges revenge against Snow, the man who got her involved in the battle.



■ The waist is closed diagonally in the front by leather or a cloth ribbon. ↓





【BACK】

■ Same hair and eye color as Hope. She looks taller than she is, and her facial features resemble Hope's.
■ She wears a thin summer knit top. The chain portion on the chest is a chain stitch knit
■ She is good at sports and joins the battle at Hanging Edge, so she wears capris that are easy to move around in.

Bartholomew
(Bartholomew Estheim)

バルトロメイ [Barutoromei]

Personal Data

Gender: Male　Height: 178 cm
Voice Actor: Masaki Aizawa (Japanese)/ Andre Sogliuzzo (English)

Hope's father, who works as an analyst in one of Sanctum's think tanks. Hope sees him as apathetic with no regard for his family, but he loves his family deeply and is simply awkward at expressing it. When Hope becomes a Pulse l'Cie, he welcomes his son with open arms.

Memorable **Quote**

"You're my son! This is your home . . ."

—At Palumpolum, when Hope tries to leave quickly so his father won't get involved.

Design



Bartholomew Estheim
【バルトロメイ・エストハイム】

"You aren't running away, but toward something. Go forth and do what it is you want to do."

Hope's father. He works as an analyst in a Sanctum think tank. He has a great relationship with his wife, Nora, but a strained one with his son, Hope.

He is often absent due to work, giving him little time to be with Hope. This causes small misunderstandings to build up, and over time the gap between them widens dramatically. He wants to repair their relationship and tries to meet his son halfway, but Hope stubbornly refuses (to be fair, the man's methods are clumsy at best).

Still, when his son returns as a l'Cie, he welcomes Hope with open arms. He loses his wife and Hope while being pursued by Sanctum but he doesn't reject his son.

He does not despair about the future, possessing the strength to look at reality and offer the constructive advice to "think about what to do going forward."



※ Note: Eyeball color reference

■ Eyes are a bright ashen brown.

【FACE】

■ He is light skinned like Hope and Nora, but age and fatigue make his skin a bit duller and paler.
■ He has strong, almost angular facial features.
■ His public service job and awkward personality make him appear stiff, but he is a kind father figure on the inside.
■ He's not a bearded character, but leave some stubble from his sideburns to his chin to show that he's been consumed with anxiety.



▲
■ His hair is mostly olive tints, with some white hairs mixed in. His hairstyle and type are somewhere between A and B. It is usually set like a public servant, but concern for his wife and son has made it a bit ragged.

【BODY】



↑
【Cocoon middle-aged man 1 (n013)】 →
■ Same as this person from the neck down.



■ Long sideburns.
■ Ideally the temples should be a bit curved, but if this costs too much or doesn't stand out then they can be straight
■ Frameless on the underside.
■ Place a stitched ornament the same color as the blue necktie accessories at the movable points



■ The frame and temple materials should be a metal somewhere between the picture above and the gray of his necktie.

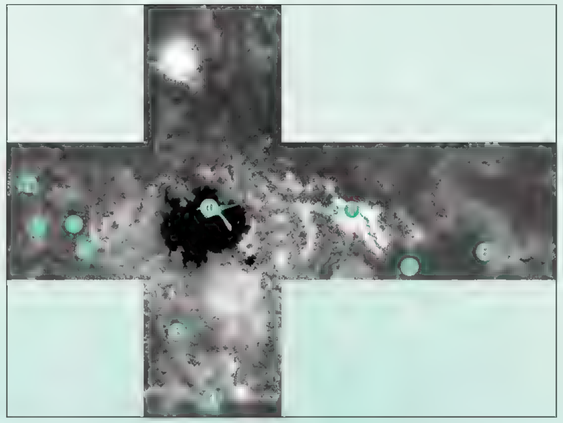
WORLD

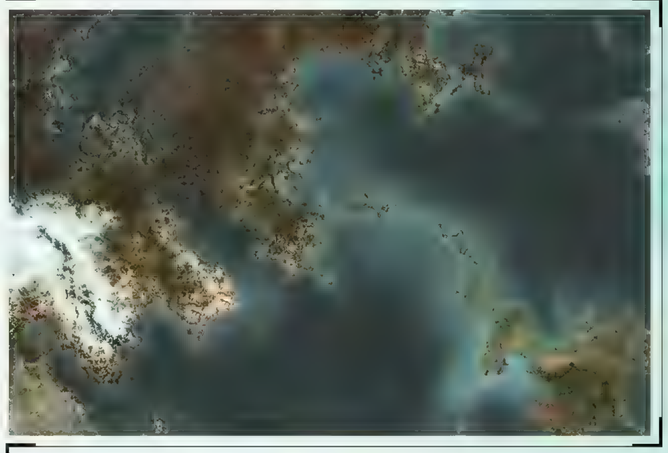
This world came to be through the power of the fal'Cie, paranormal beings created by the gods. The story takes place on Cocoon, the gigantic spherical habitat prepared for humans by the fal'Cie, and Gran Pulse, the primitive continent spreading out below Cocoon.

Cocoon



▶ Development Plan





1. Hanging Edge/Pulse Vestige/Lake Bresha
2. Vile Peaks
3. Bodhum
4. Gapra Whitewood
5. Sunleth Waterscape
6. Palumpolum
7. Nautilus/Nautilus Park
8. Lindblum
9. Palamecia
10. Eden/The Fifth Ark/Orphan's Cradle



Gran Pulse

- Vallis Media
- Yaschas Massif
- Archylte Steppe
- Faultwarrens
- Mah'habara Subterra
- Sulyya Springs
- Taejin's Tower
- Oerba


▶ Full View

COCOON

An enormous sphere floating in the sky built by the fal'Cie. The sphere itself is a thick, hollow shell, with people dwelling on the shell's inner surface. A hard, semitransparent membrane coats the outside of the shell. The part that looks like a hole when viewed from outside acts as an ocean for those within.

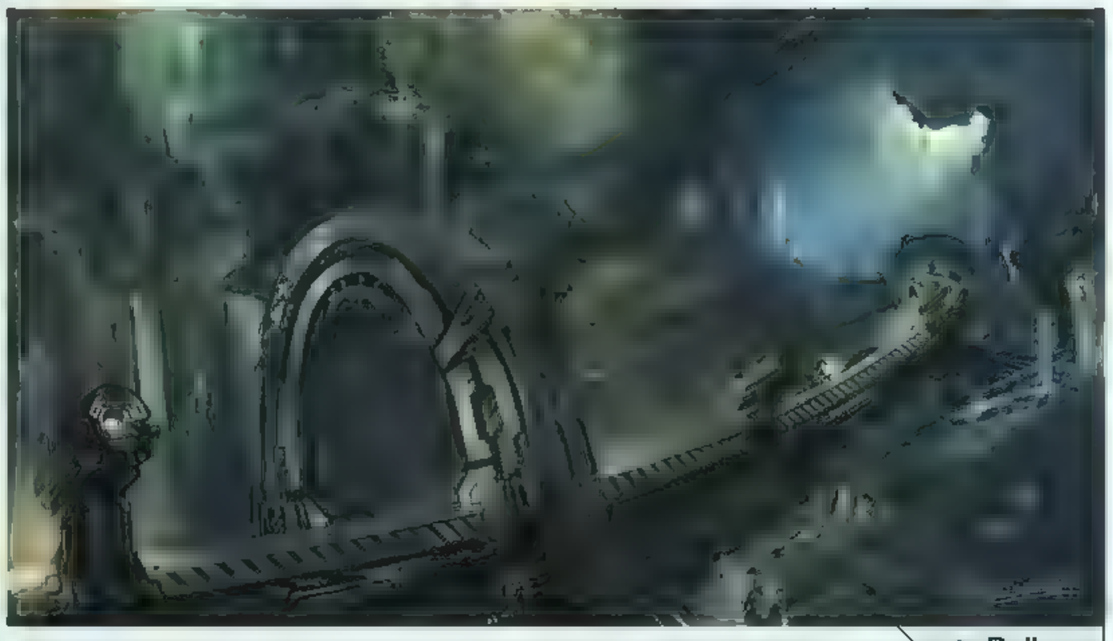

▶ Midair

The Hanging Edge

The frontier land abandoned several hundred years ago when it was destroyed by the Pulse l'Cie during the War of Transgression. When the Pulse fal'Cie was discovered in Bodhum, Sanctum sent all the people in town to this location on the Purge train and tried to kill them.


▶ Battle Image


▶ Purge Scene


▶ Railway



▶ Transported Vestige

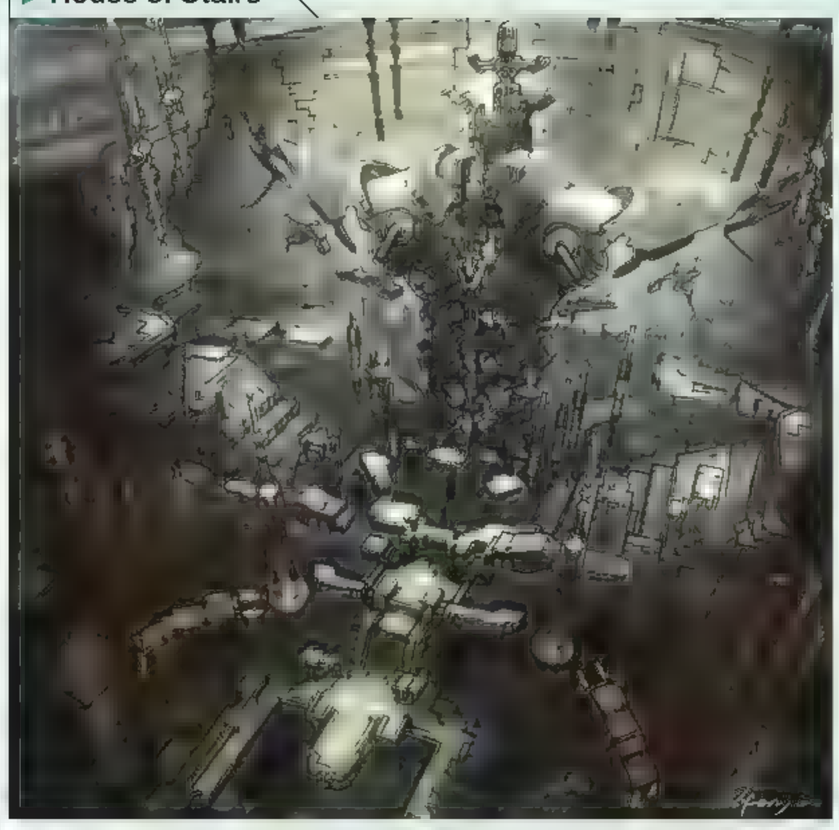
Pulse Vestige

Strange ruins resting offshore of Bodhum. They were left there hundreds of years ago, salvaged from Pulse as material to repair the damaged part of Cocoon. It is determined that the Pulse fal'Cie Anima sleeps within the Vestige, causing Sanctum forces to transport it to the Hanging Edge.



▶ Vestige Design

▶ House of Stairs



▶ Full View

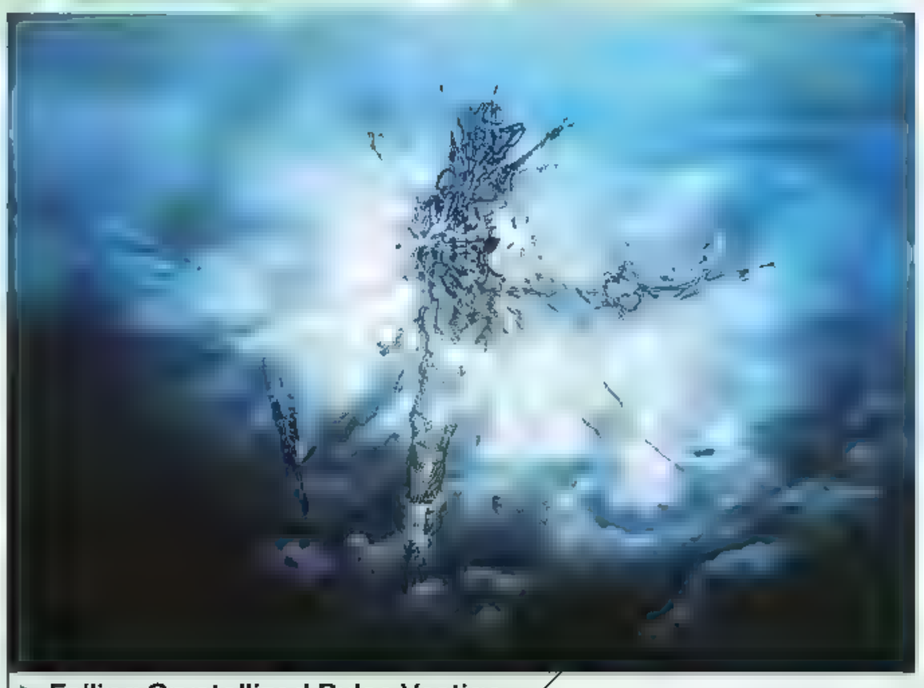


Bodhum

The tranquil provincial town where Lightning and Snow live, looking out on Cocoon's ocean. Ruins salvaged by the Cocoon fal'Cie centuries ago stand off of the coast. This area is famous for its annual festival, and legend states that wishes made on the festival fireworks will come true.

▶ Coastal View of the Vestige





▶ Falling Crystallized Pulse Vestige

Lake Bresha

The lake just stretches out below the Hanging Edge. The vast amount of magic released when the Pulse Vestige falls from the Hanging Edge crystallizes the lake, along with everything caught up in the explosions from the Vestige's crash landing.

▶ Distant View



▶ Crystallized Lake (Early Image)

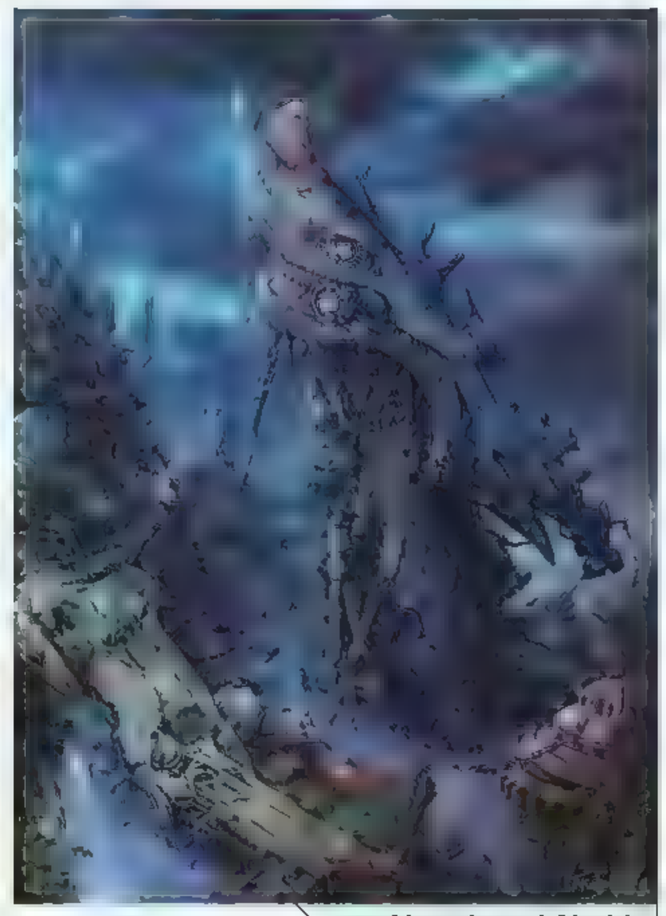


Vile Peaks

The dump site for materials pulled up from Pulse. This dangerous area is home to brutal monsters and mechanical weapons from Pulse. The Guardian Corps occasionally perform extermination runs here, but the region shows no signs of improvement.

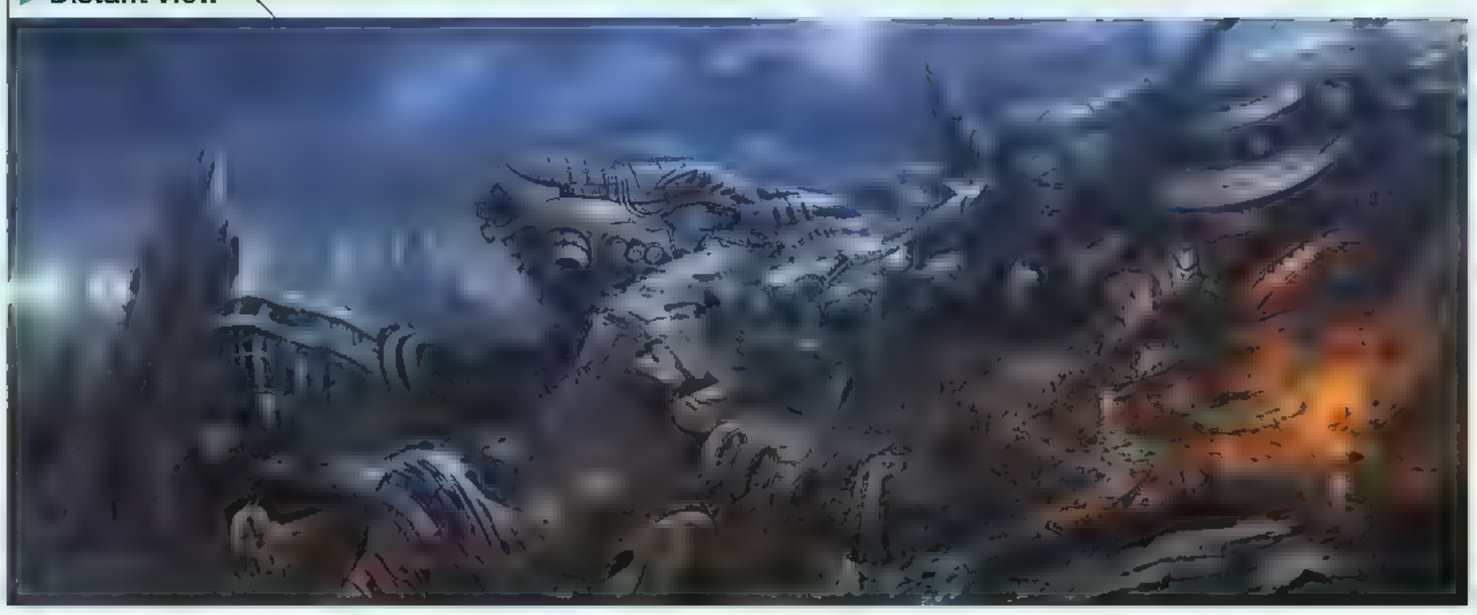


▶ Scrap Processing



▶ Abandoned Airship

▶ Distant View



Gapra Whitewood

A wooded area in the vicinity of Palumpolum. This is a testing ground for the Sanctum military's bioweapons, and many monsters were set loose in here during that research. All the trees and shrubbery in these woods are mechanical, shattering like glass when cut down.



▶ Lower Area

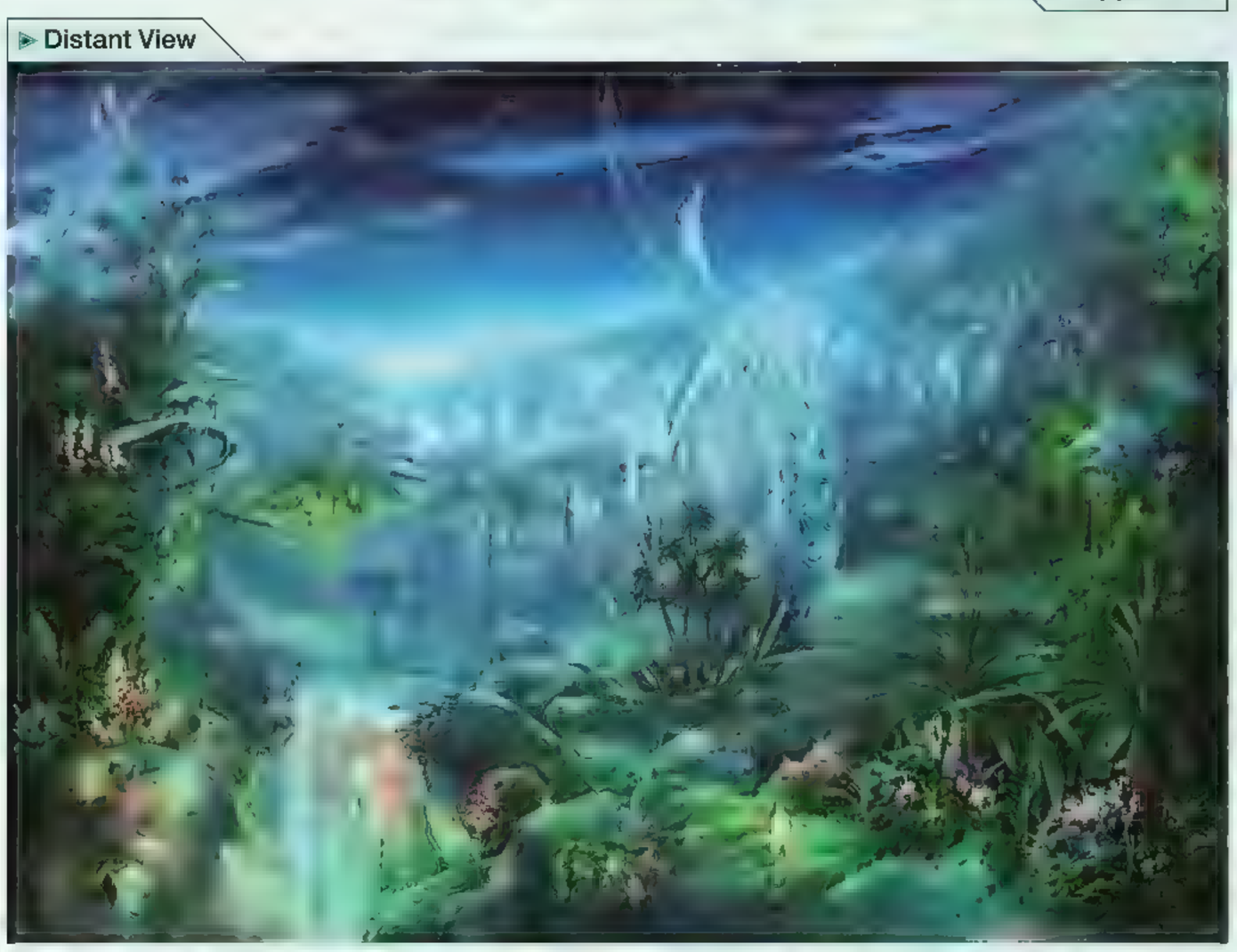


▶ Upper Area

Sunleth Waterscape

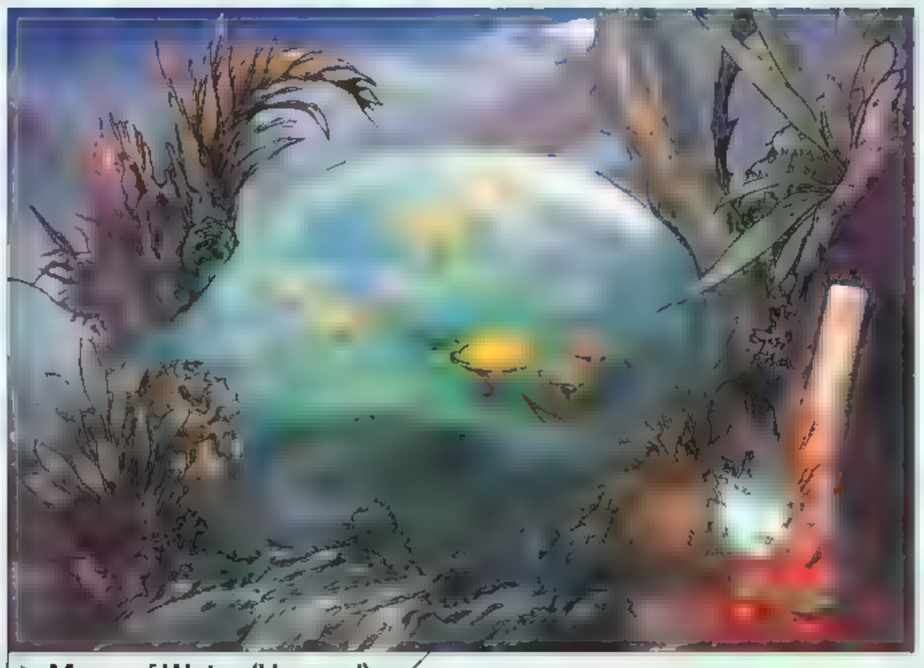
A nature preserve in an immense virgin forest under Sanctum's control, home to flora and fauna unsullied by man's hand. A submarine operates from Seabus Docks heading to Nautilus.

▶ Distant View





▶ Seabus Docks Distant View



▶ Mass of Water (Unused)

Euride Gorge

A ravine between Bodhum and the Hanging Edge known for the rustic scenery of interweaving rocky mountains. The energy plant here managed by the fal'Cie Kujata is a tourist attraction, and the place is packed with visitors who come to see the plant in action.



▶ Full View



▶ Purge Train Railway Valley

Palumpolum

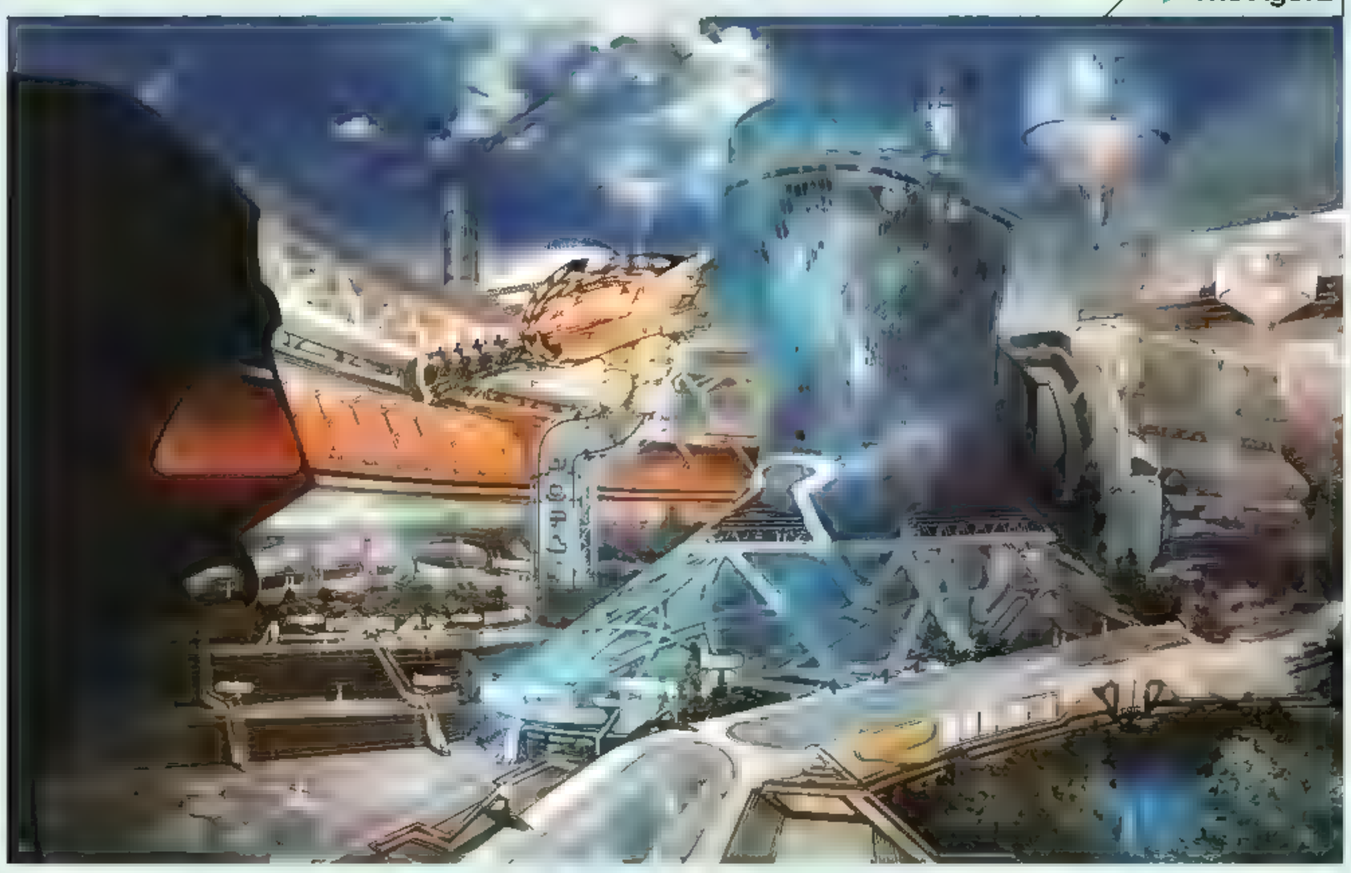
The largest city in Cocoon, where Hope lived with his parents. The huge underground Nutriculture Complex is controlled by the fal'Cie Carbuncle and produces enough food to feed Palumpolum and the rest of Cocoon.



▶ Full View



▶ Rooftop Garden



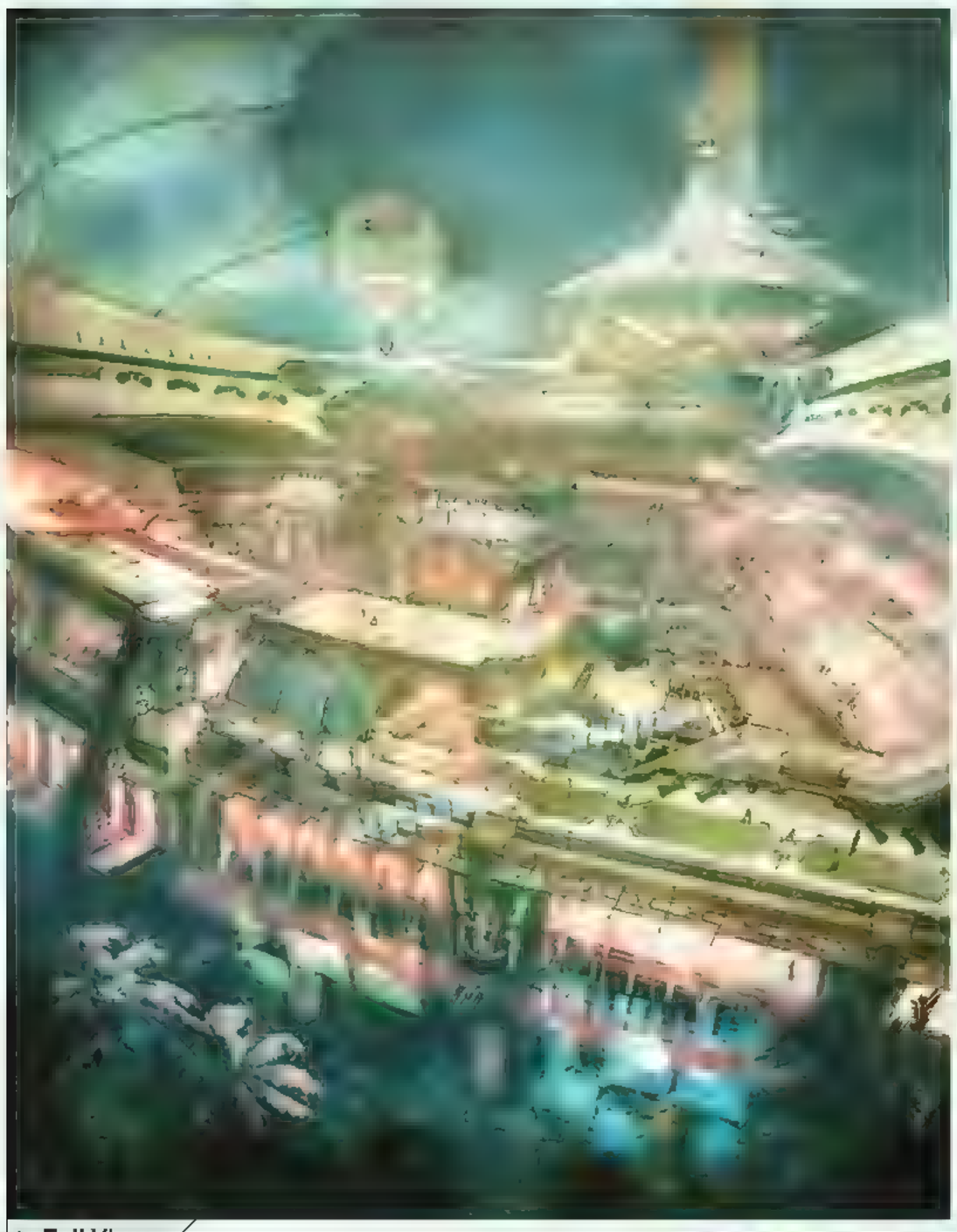
▶ The Agora

▶ Park (Unused)

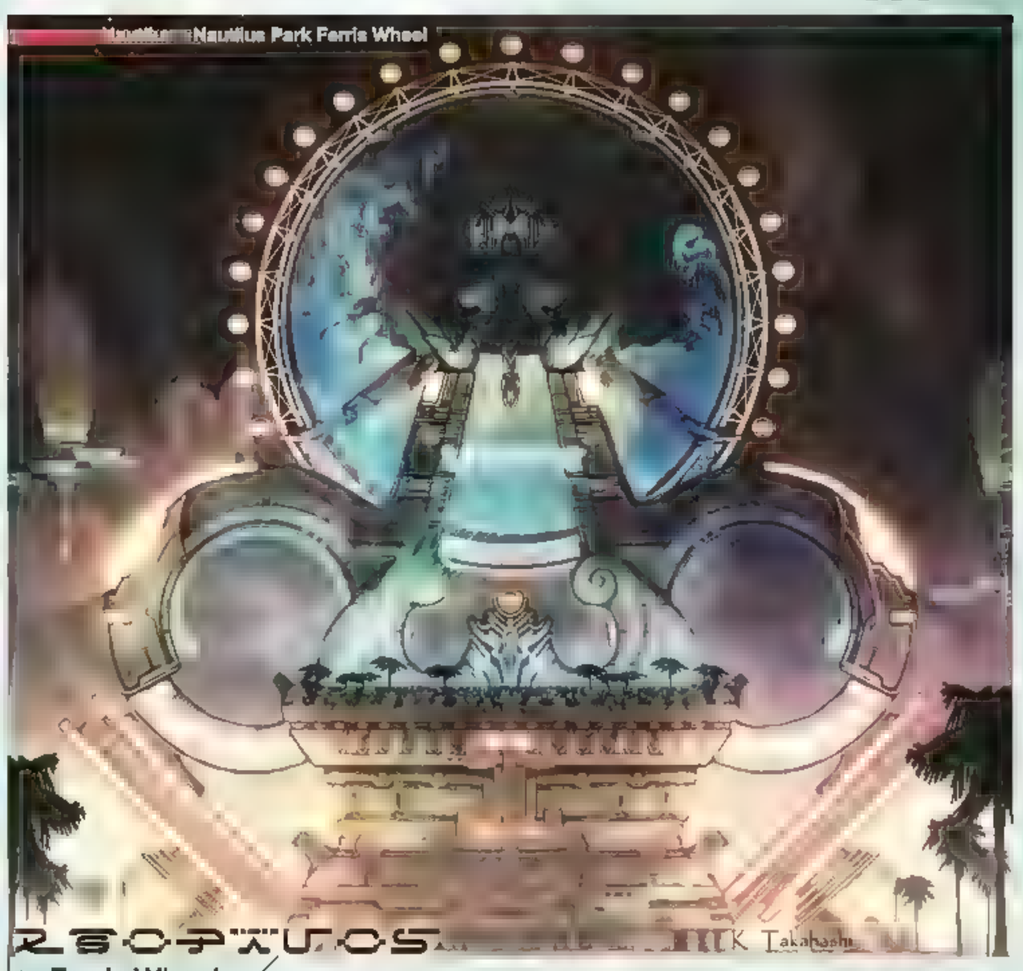


Nautilus

The floating city known as the City of Dreams, built as a pleasure town for the people of Cocoon. Nautilus Park is an amusement park in the center of the city, with a Ferris wheel, adventure rides, and a plaza with animals for guests to enjoy.



▶ Full View



▶ Ferris Wheel



▶ The Fiendlord's Keep

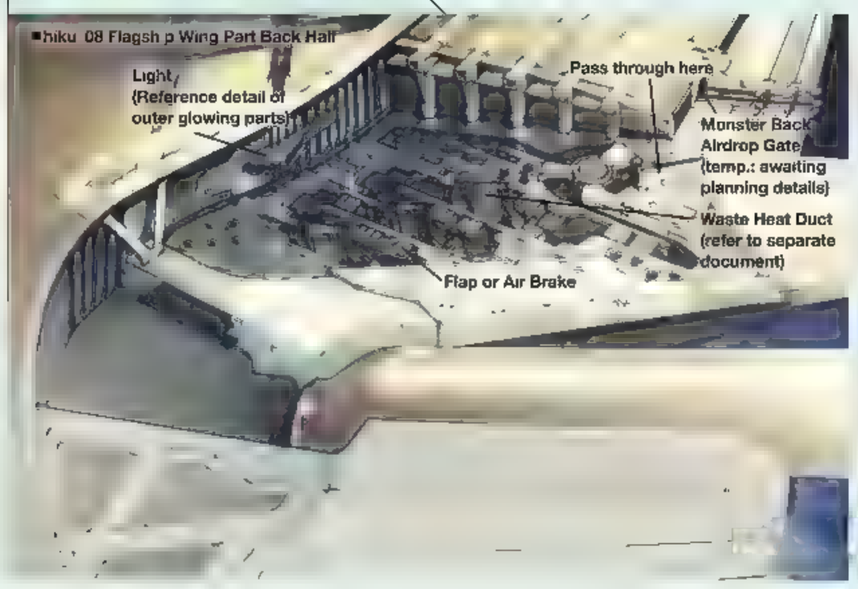


▶ Chocobo Corral

Palamecia

A state-of-the-art battleship acting as the flagship for Sanctum's armada. The largest of all Sanctum airships, it was used to transport the Pulse fal'Cie to the Hanging Edge when the Purge was announced, Vestige and all.

▶ Starboard Weather Deck



▶ Bridge



Eden

A city of white, streamlined buildings floating in the sky of Cocoon and the most important city of the Sanctum theocracy. From the Edenhall towering above the city center, the fal'Cie Eden oversees all other Sanctum fal'Cie.

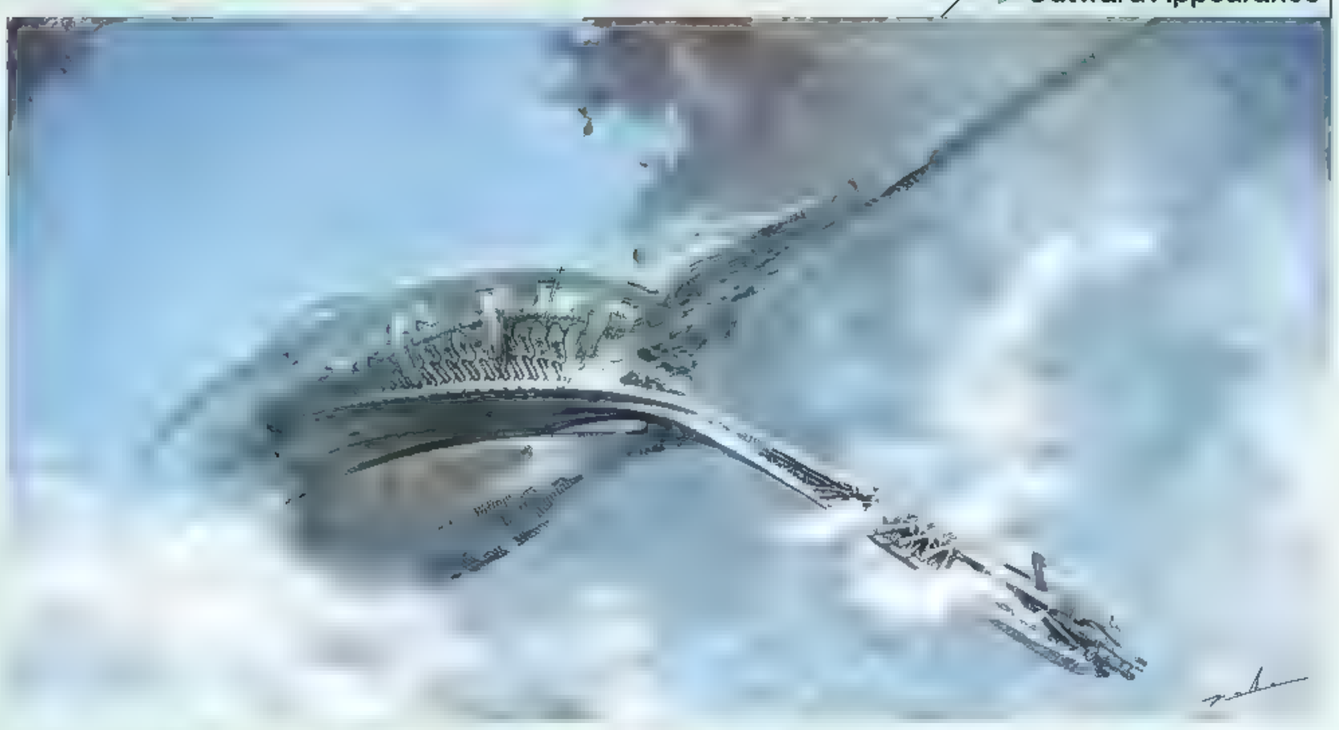


▶ Full View



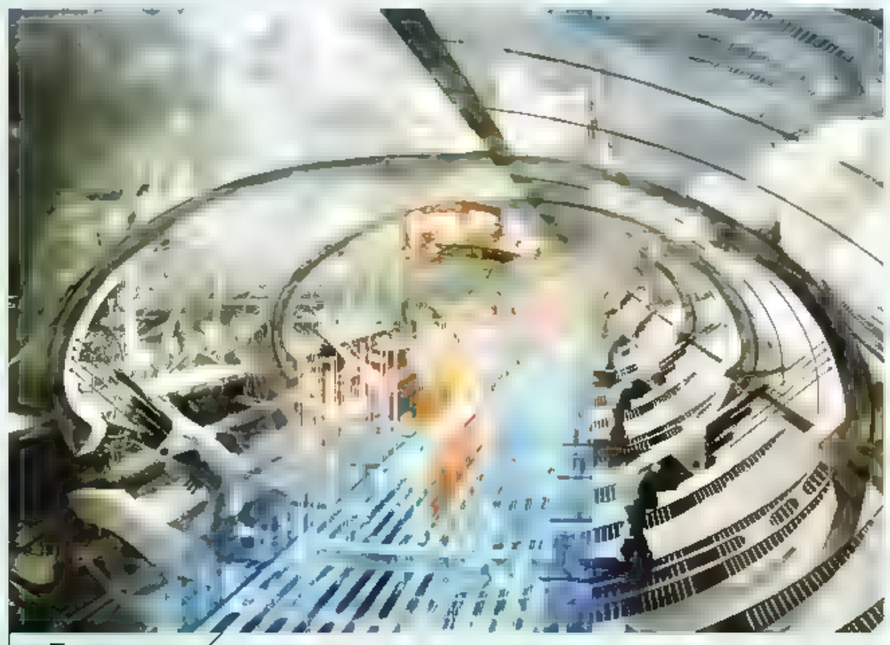
▶ Town (Early Image)

▶ Outward Appearance



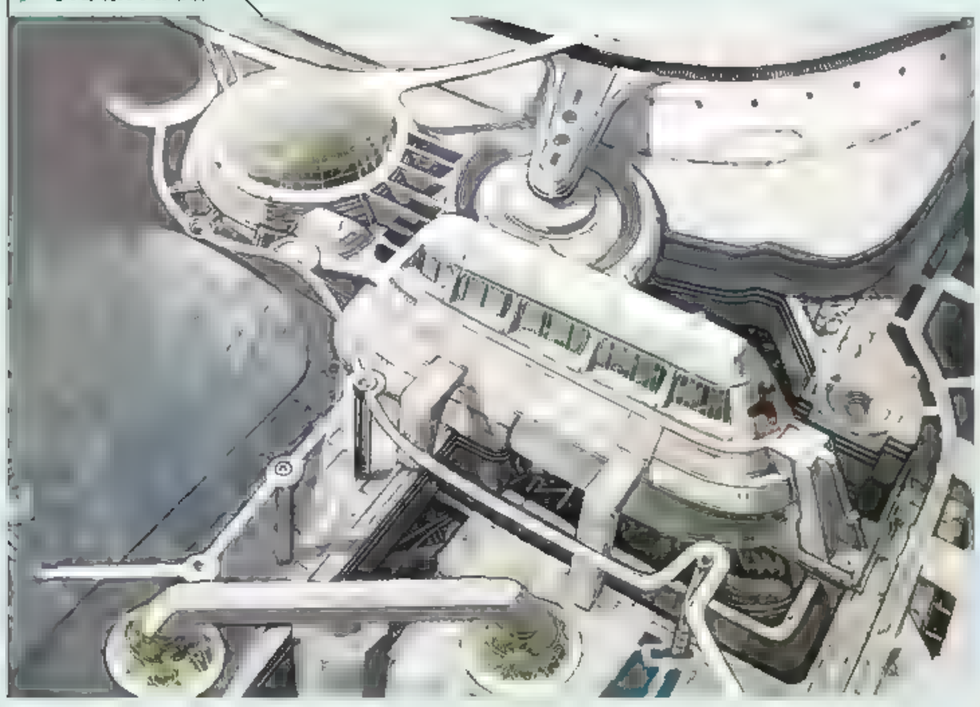


▶ Grand Prix Race Preparation

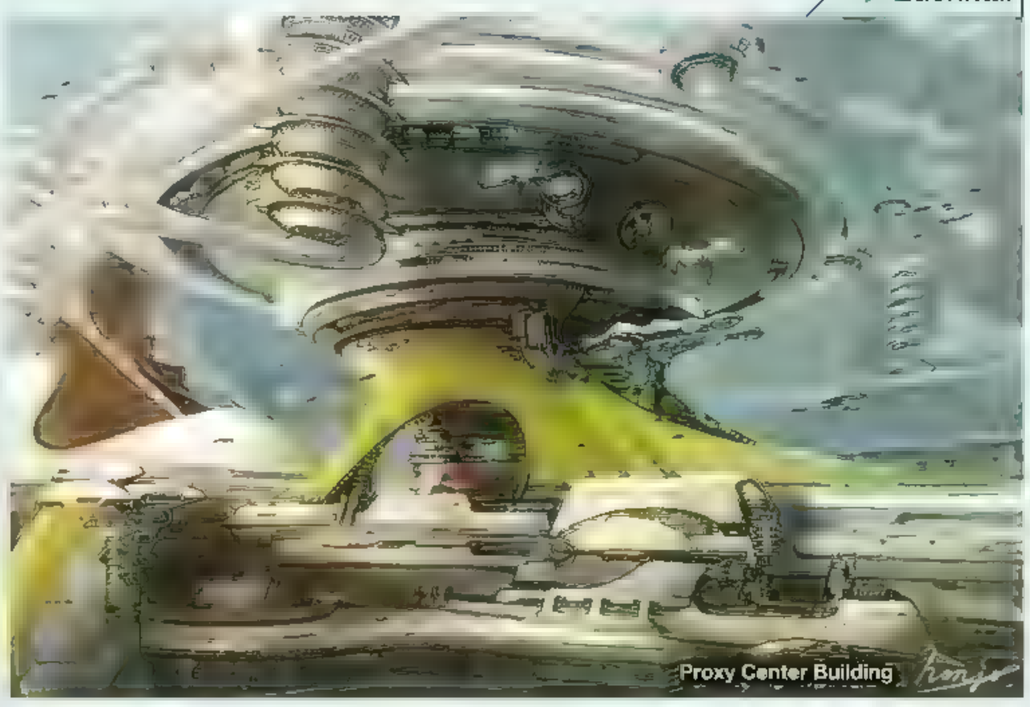


▶ Freeway

▶ Urban Area



▶ Edenhall



The Fifth Ark

One of the installations known as "arks" prepared in secret by the Gran Pulse fal'Cie to prevent invasion from the outside world. It is hidden in the deepest depths of Eden and is known only to those involved with Sanctum.



▶ Vestibular Hold



▶ Interior

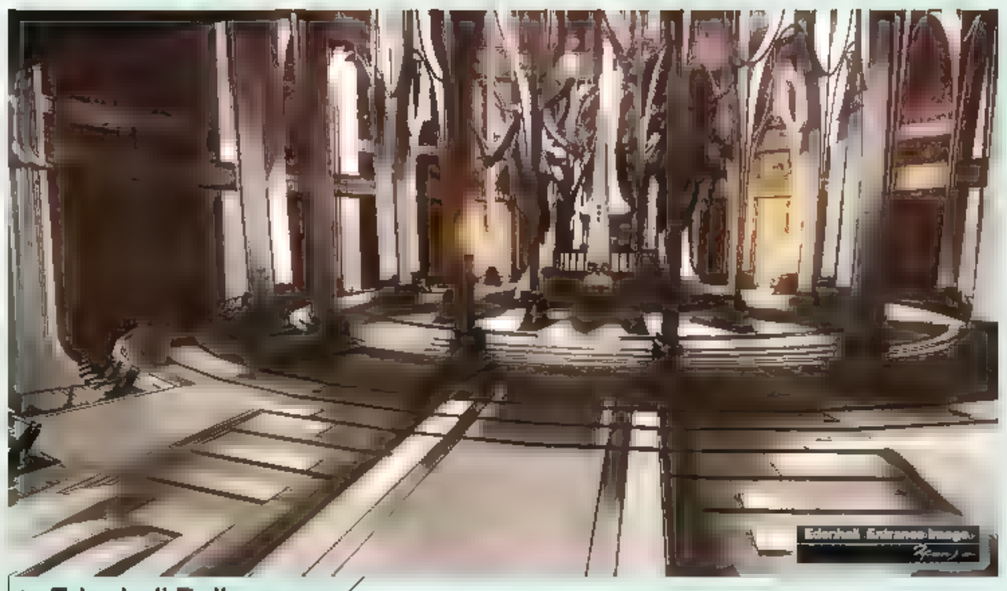
▶ Corridor



Orphan's Cradle

An alternate dimension spun together by the fal'Cie Eden as the place for Orphan to slumber. The countless objects floating within are physical manifestations of the sum of Cocoon's knowledge gathered in this space.

▶ Concept Art



▶ Edenhall Reliquary

▶ The Narthex

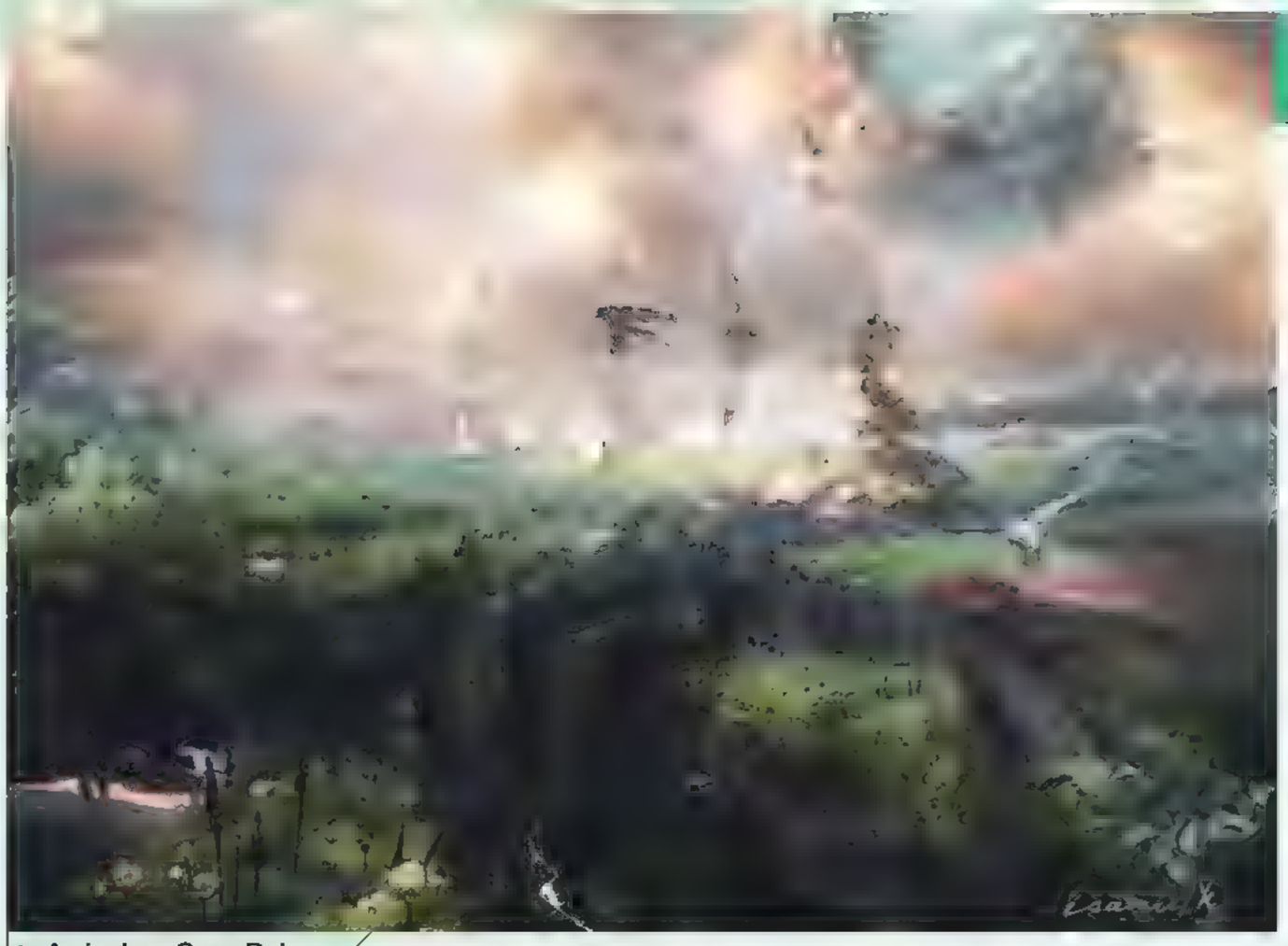


▶ The Tesseracts

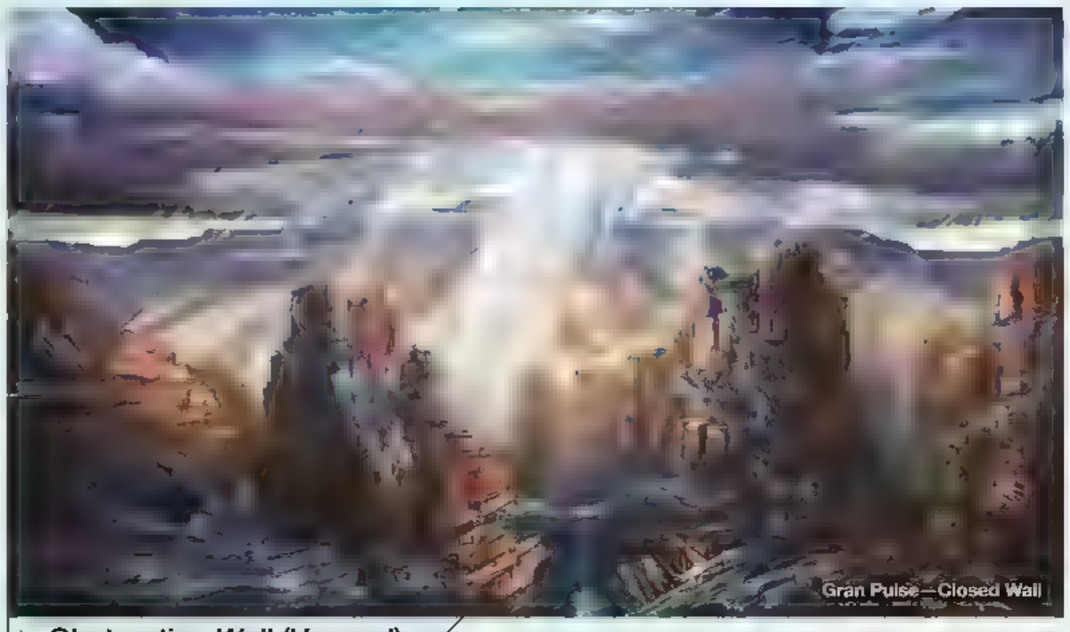


GRAN PULSE

A grand continent stretching out below Cocoon, maintaining the same natural appearance over the ages. Civilization once flourished in these lands, but those people have long since disappeared, and the land is transforming back into its original state: a dog-eat-dog world of ferocious beasts. The people of Cocoon speak of this Pulse with fear and contempt.

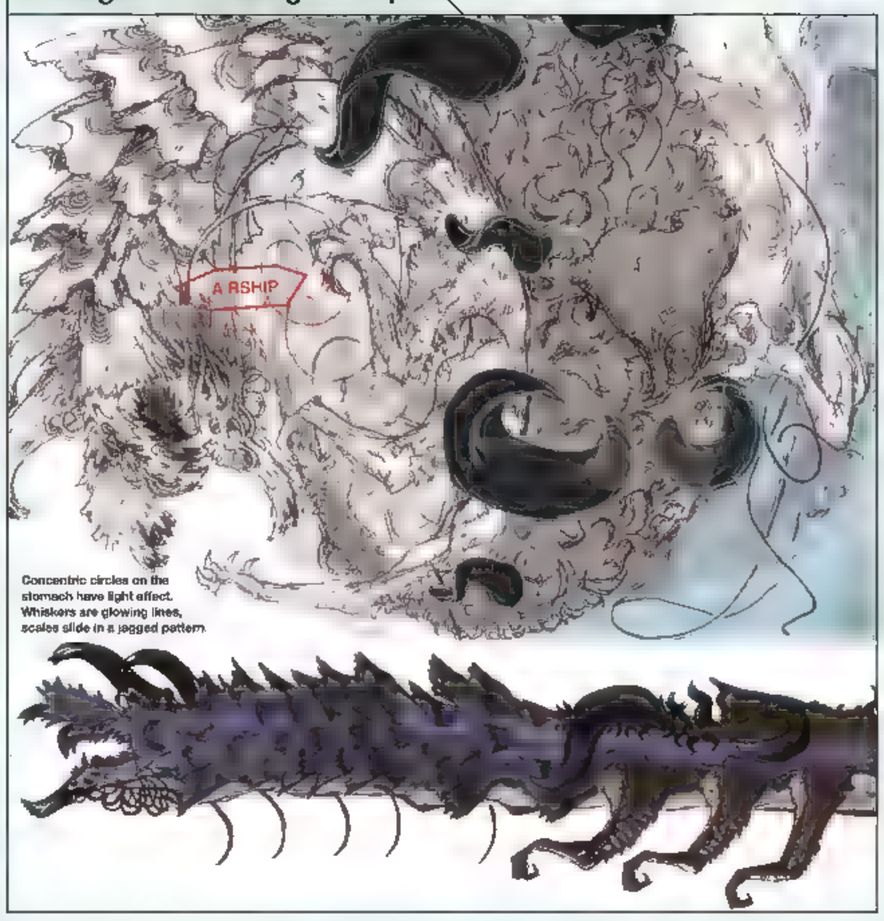


▶ Arrival on Gran Pulse

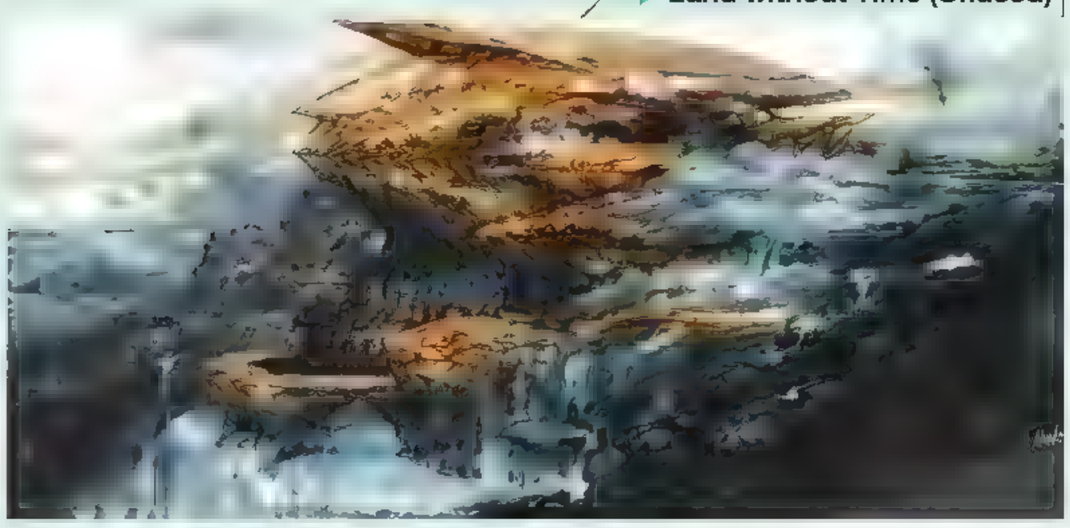


▶ Obstructing Wall (Unused)

▶ Dragon Assaulting Airship



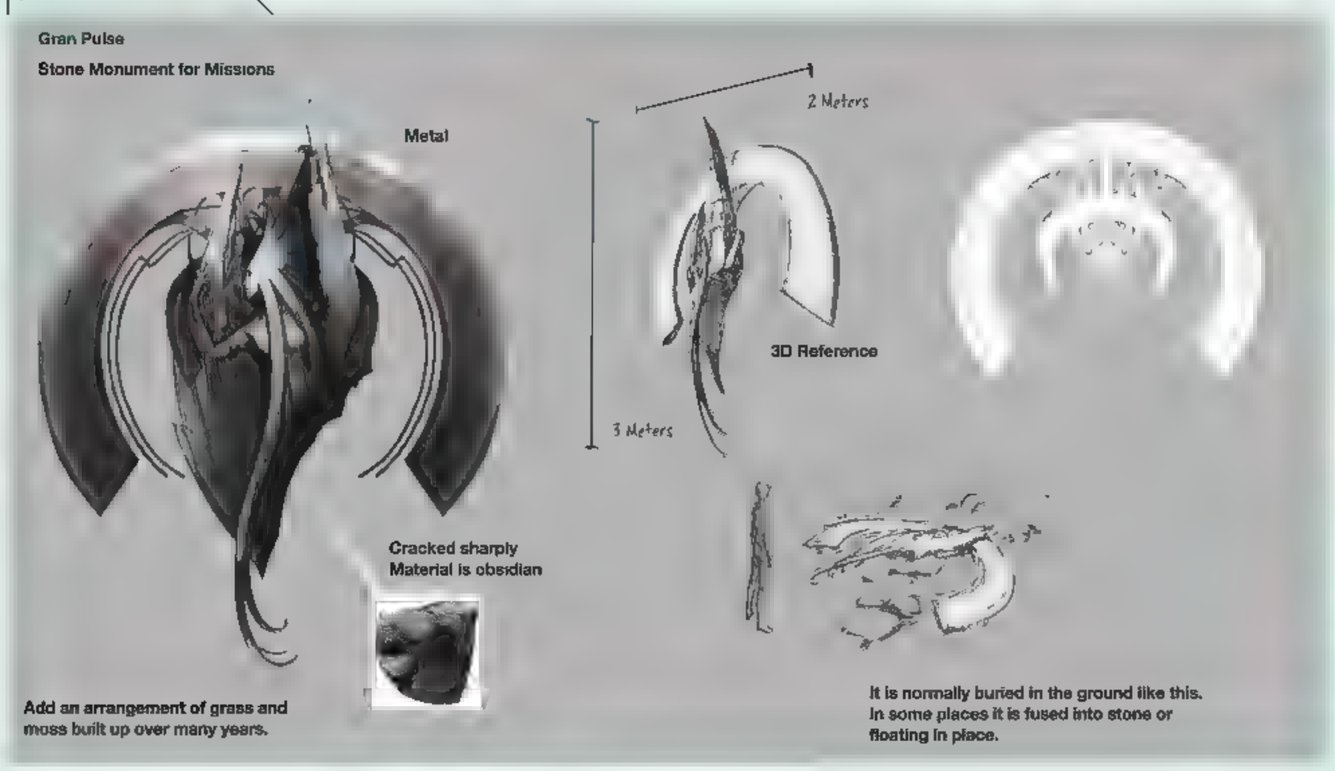
▶ Land without Time (Unused)



▶ Fal'Cie Colony (Unused)



▶ Cie'th Stone



Vallis Media

A ravine formed over many years from erosion and changes in the planet's crust. The airship Lightning and her friends fly from the Fifth Ark crashes here and acts as the starting point for their investigation of Gran Pulse.


Gran Pulse—Airship Crash Site Image

▶ Airship Crash Site

▶ Base Camp


Gran Pulse—Airship Crash Site Camp Image

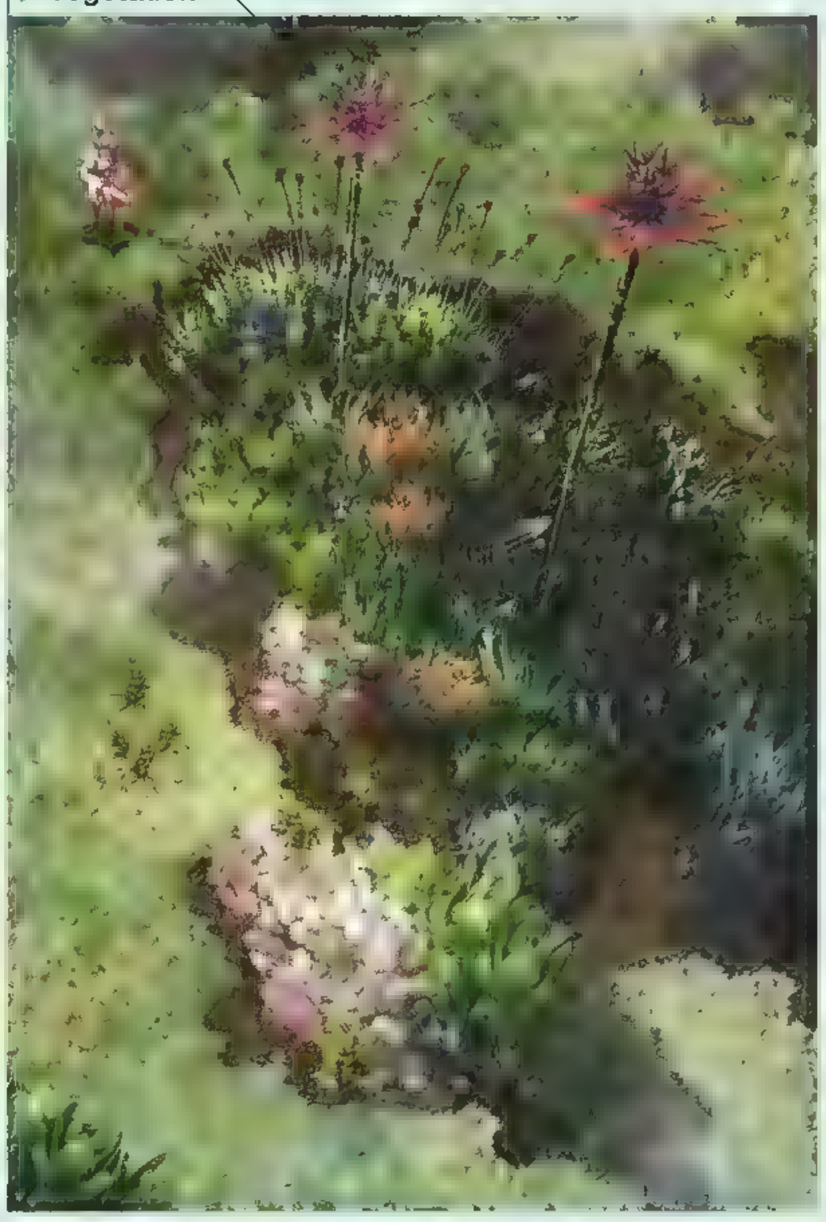
Yaschas Massif

Steep cliffs and enormous plants form the complex topography of these craggy mountains. Ruins of a great city-state known as Paddra remain in the land that spreads beyond the mountain pass.

▶ Paddraean Archaeopolis of Old



▶ Vegetation



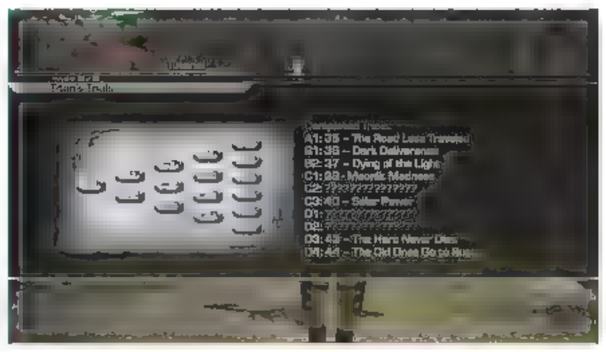
Faultwarrens

An unexplored region of layered palisades. This area is governed by the fal'Cie Titan, who regulates the ecosystem of Gran Pulse. Those who set foot in here are forced into a life-or-death struggle against brutal monsters like the Ochu.

Memorable **Location**

The Terror of Titan's Trials

The Faultwarrens are divided into several layers, and progress cannot be made through this area by conventional means alone. In order to search every nook and cranny of this land, one must accept Titan's trials from Cie'th stones scattered all over. Defeating the monsters in these trials will teleport the party to other layers. Those defeated in battle are deemed weaklings and are absorbed into Titan's body.

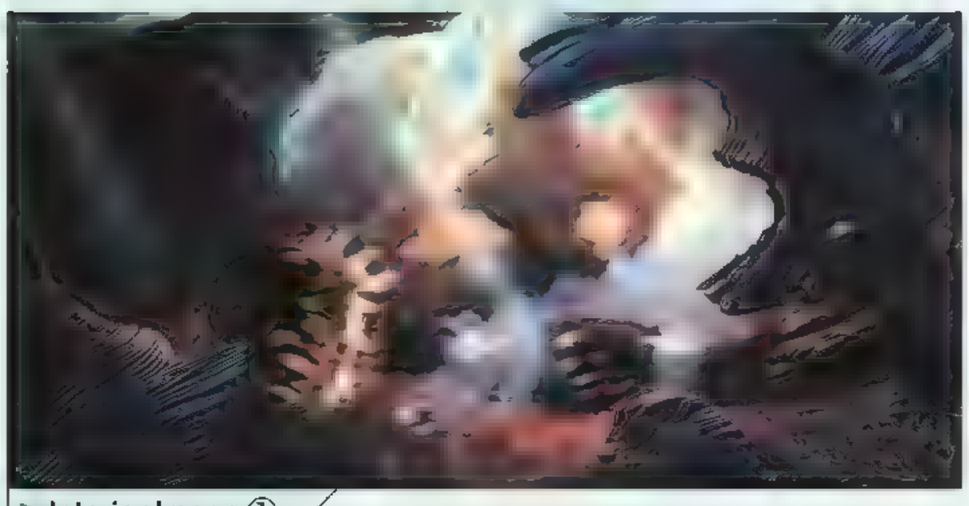




▶ Ochu Den

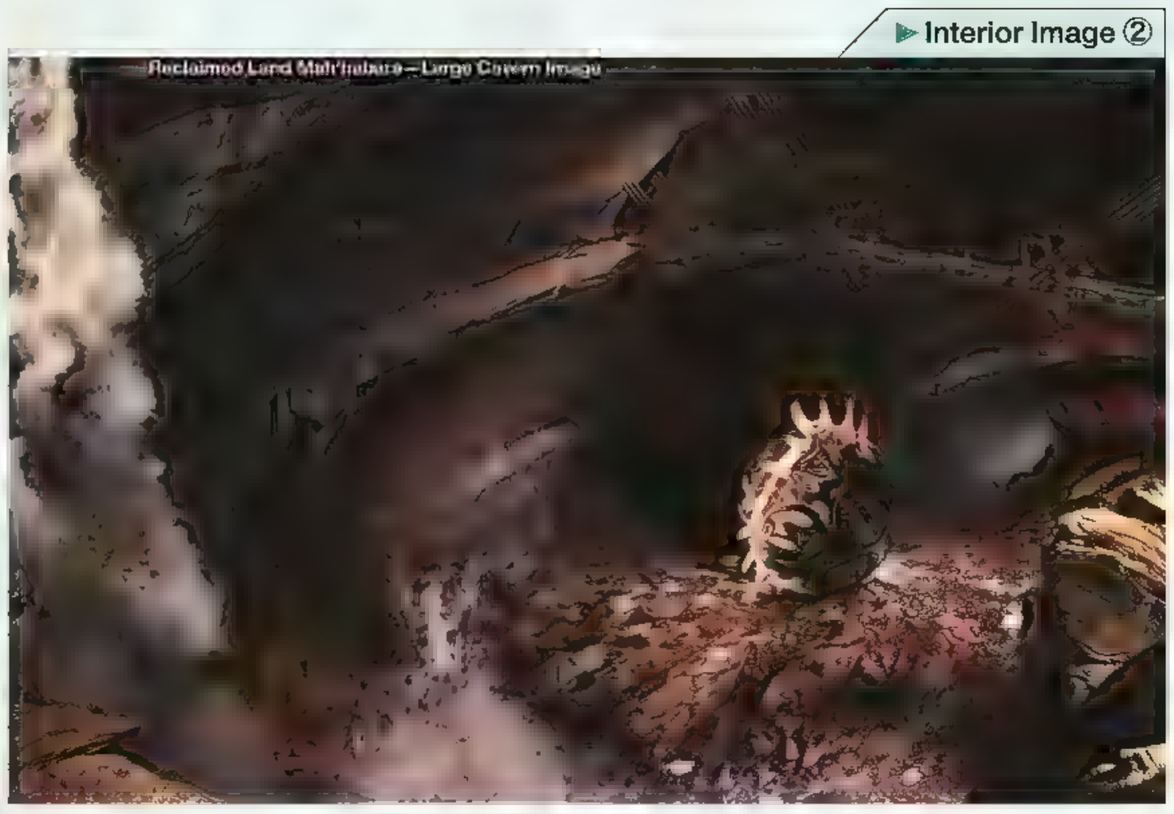
Mah'habara Subterra

The people of Gran Pulse once used the underground tunnels dug out by the fal'Cie Atomos as both a residence and a mining area. The people may be gone, but their excavators and defense machines still remain.



▶ Interior Image ①

▶ Interior Image ②





▶ Subterranean Lake Center

Sulyya Springs

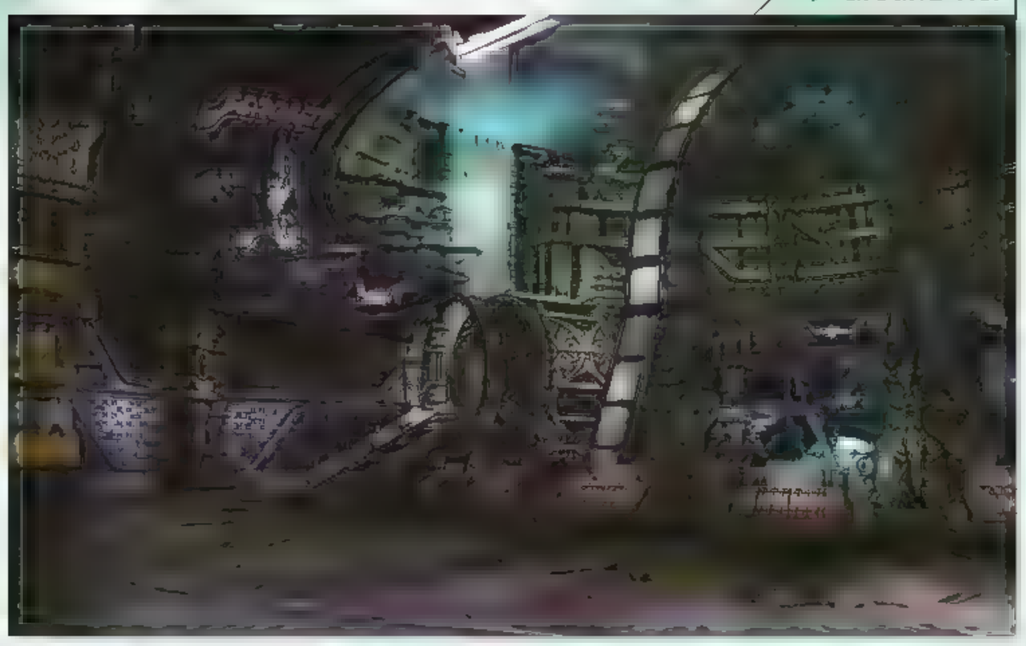
An underground lake situated north of the Mah'habara Subterra. Cocoon can be seen in the sky through the opening in the bedrock that makes up the canopy above. Multiple waterfalls and light from the moss growing on the waterfront make for a fantastical ambiance.

▶ Subterranean Lake Full View

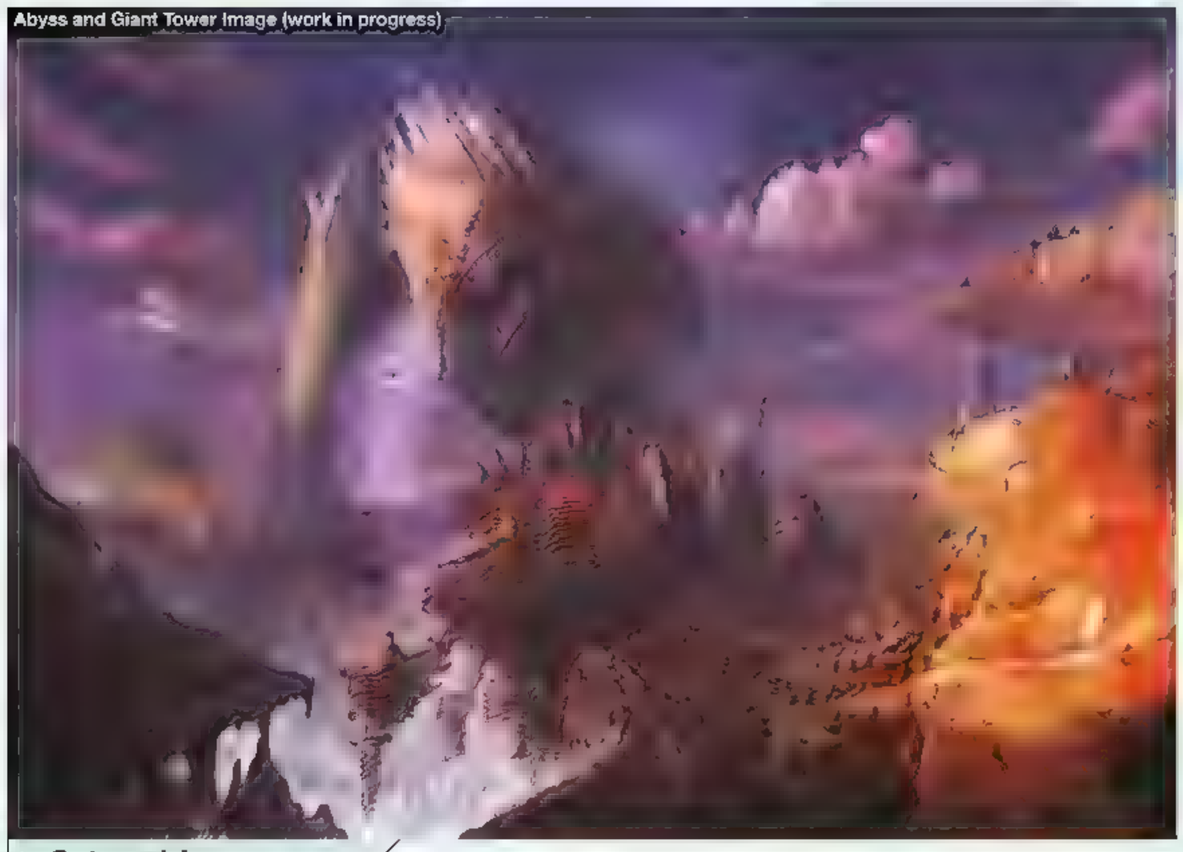


Taejin's Tower

A massive tower said to have been erected in ancient times by fal'Cie of Gran Pulse. Changes in the earth's crust caused it to snap and topple onto the nearby cliff, forming a bridge of sorts. Inside are several statues made to guard the tower, but their power was sealed by the fal'Cie Dahaka dwelling within.

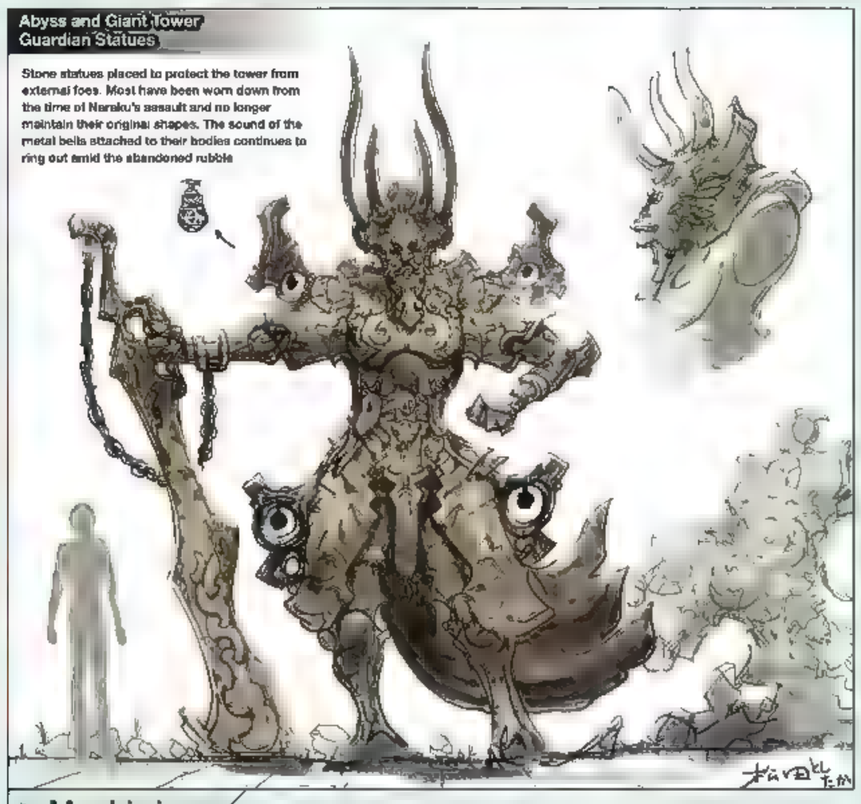


▶ Ground Tier



Abyss and Giant Tower Image (work in progress)

▶ Outward Appearance



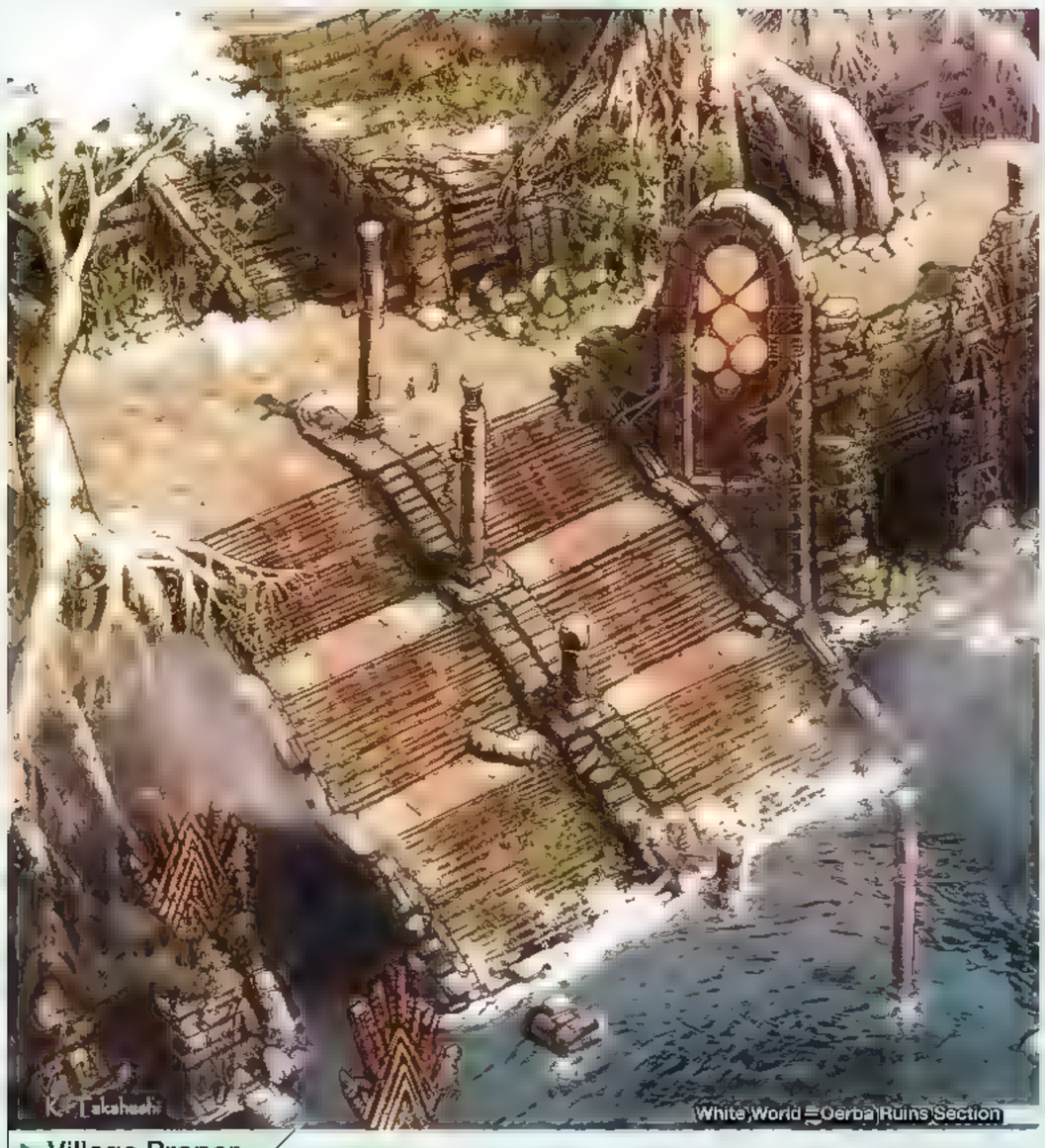
Abyss and Giant Tower Guardian Statues

Stone statues placed to protect the tower from external foes. Most have been worn down from the time of Naraku's assault and no longer maintain their original shapes. The sound of the metal bells attached to their bodies continues to ring out amid the abandoned rubble

▶ Menhirrim

Oerba

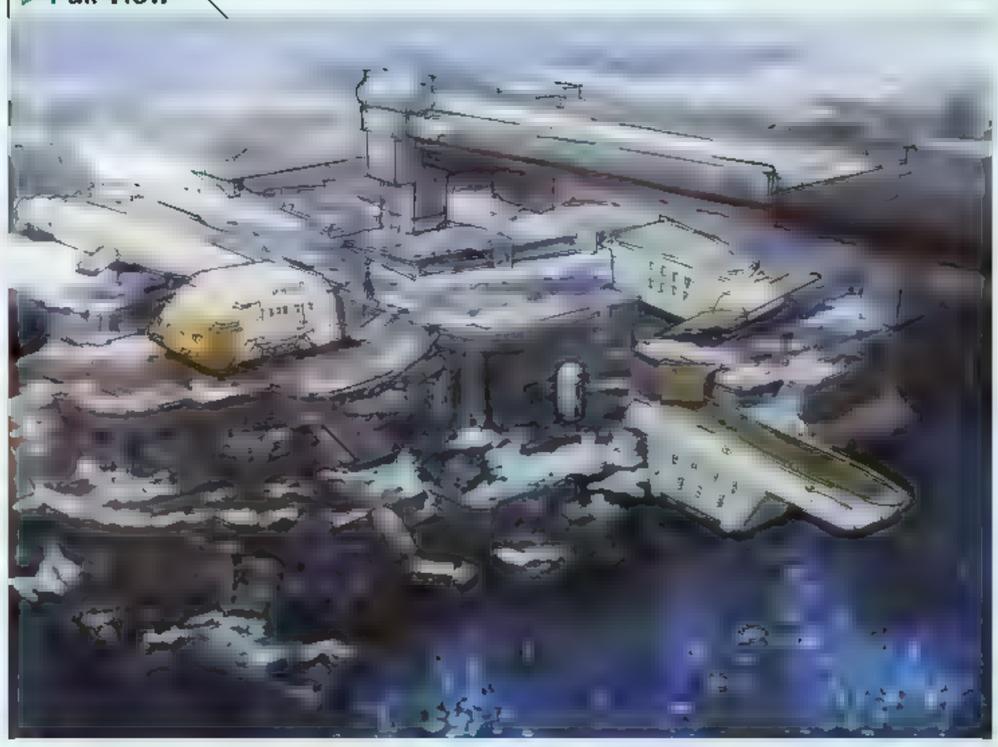
Hometown to Vanille and Fang. Multiple clans who respected the fal'Cie Anima lived in this settlement like a family. It was once a land of flowers and greenery, but white sand made of crystal particles threatens to bury the entire area.



White World—Oerba Ruins Section

▶ Village Proper

▶ Full View



White World—Detector Pedestal Seen from Oerba



▶ Anima Pedestal

FINAL FANTASY XIII

MONSTERS





Manasvin Warmech

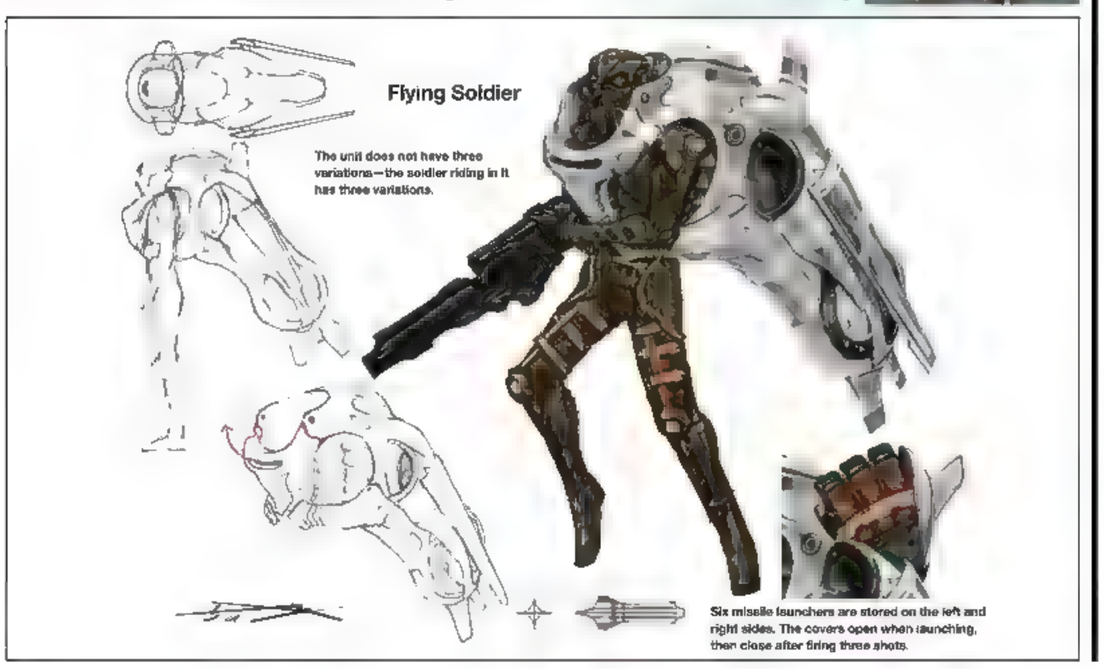
重攻撃騎マナスヴィン [Jūkōgeki-ki Manasuvin]

PSICOM's assault weapon shaped like a scorpion. It has high-speed rotating cutters equipped to both hands and a powerful wave cannon installed on its head.



PSICOM Aerial Recon

PSICOM飛空偵察兵 [PSICOM Hikū Teisatsu-hei]

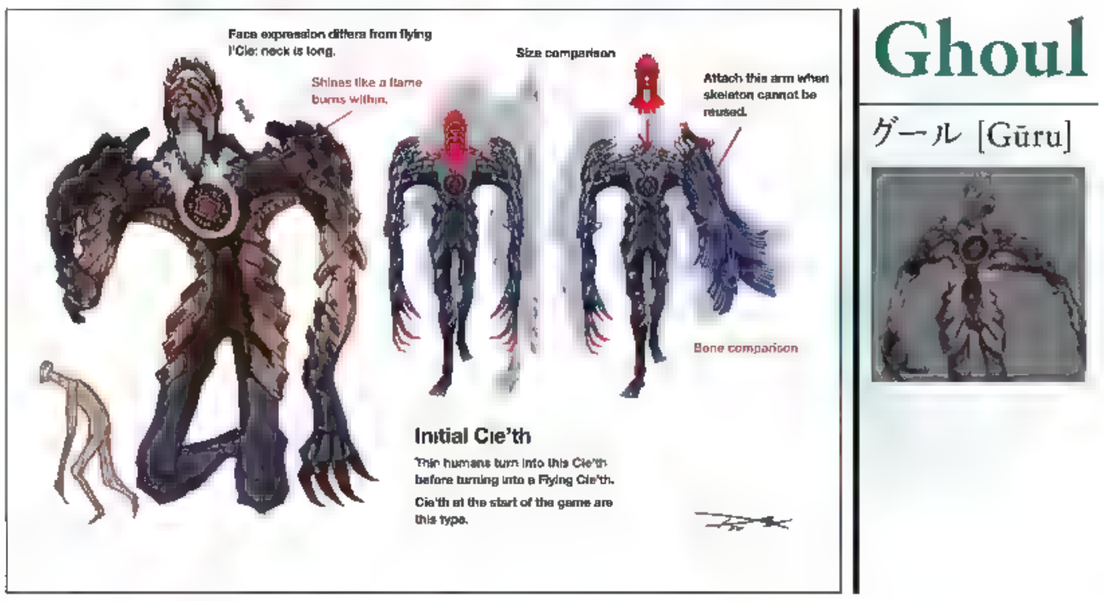






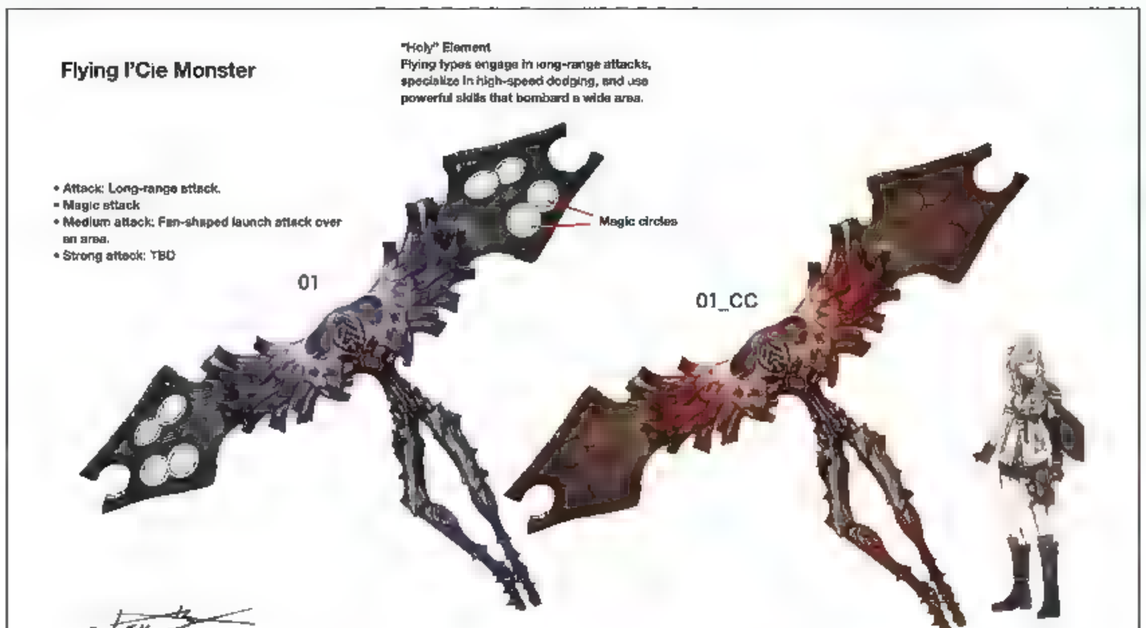
Myrmidon

機甲兵クリーガー [Kikō-hei Kurīgā]



Ghoul

グール [Gūru]



Wight/Nelapsi

ワイト／ネラプシ [Waito/Nerapushi]

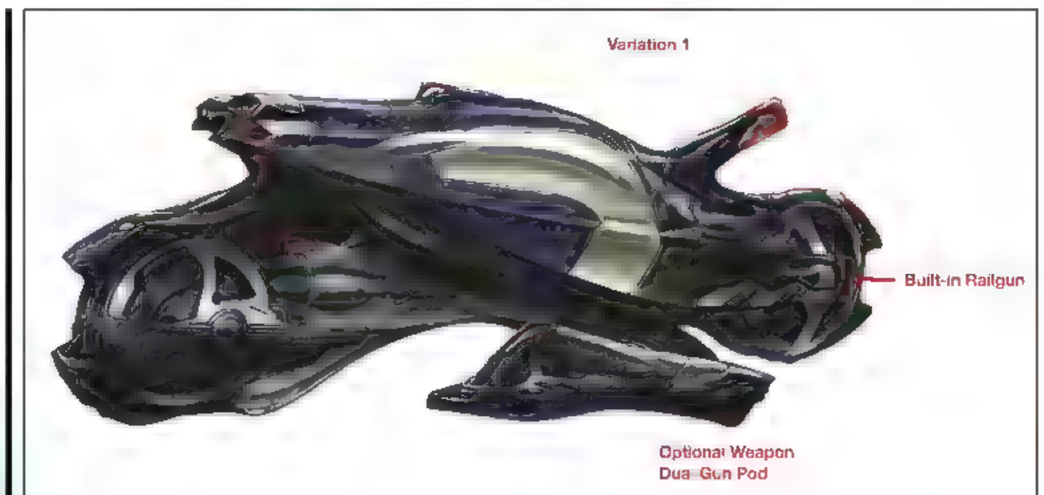




Bloodfang Bass

ブラッドバス [Buraddobasu]





Attack methods for equipped and optional weapons
Every three turns after it appears (then every turn after its HP is reduced to half), it flies offscreen at high speed, then charges back onscreen with a charge attack. This works much like a Dragoon's Jump attack. Because it goes off camera, it doesn't need to fit within the twenty-meter radius of the battlefield. If the bullet time idea is still in the works, you could aim for a specific moment to bring it down in one hit. After charging in from offscreen, it spins around the outer edge of the battlefield before returning to its original position.

I want to give it a motorbike animation like that of the summon Shiva sisters as another attack method.

Ciconia Velocycle

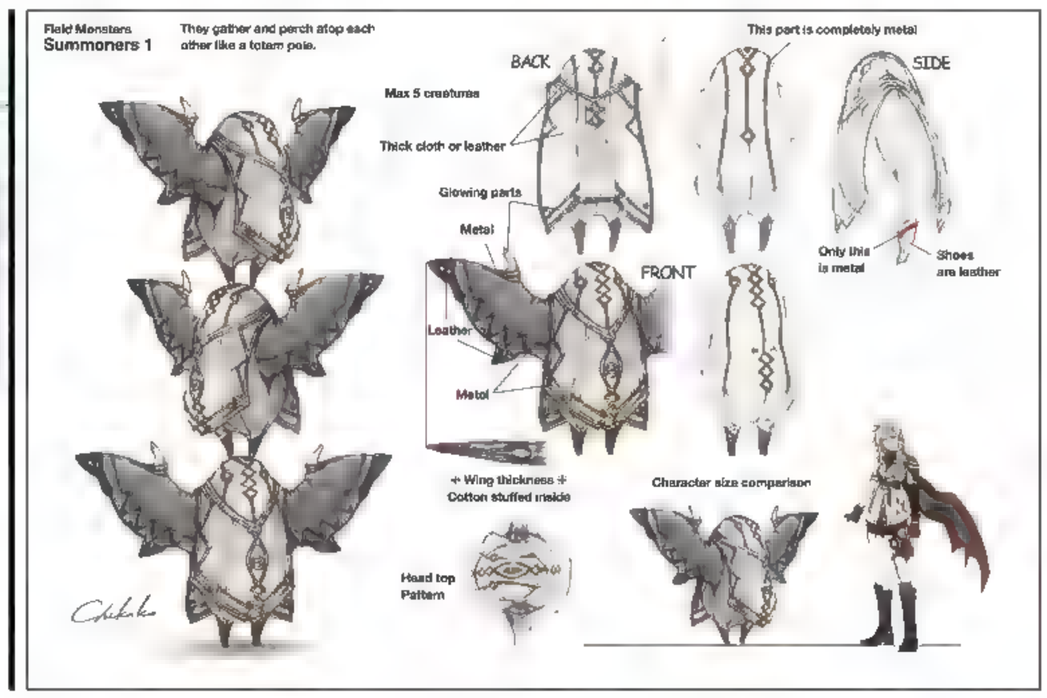
快速機シュトルヒ [Kaisoku-ki Shutoruhi]

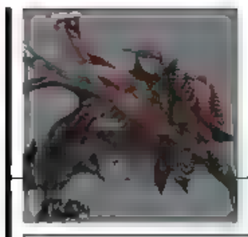


Gremlin

グレムリン [Guremurin]

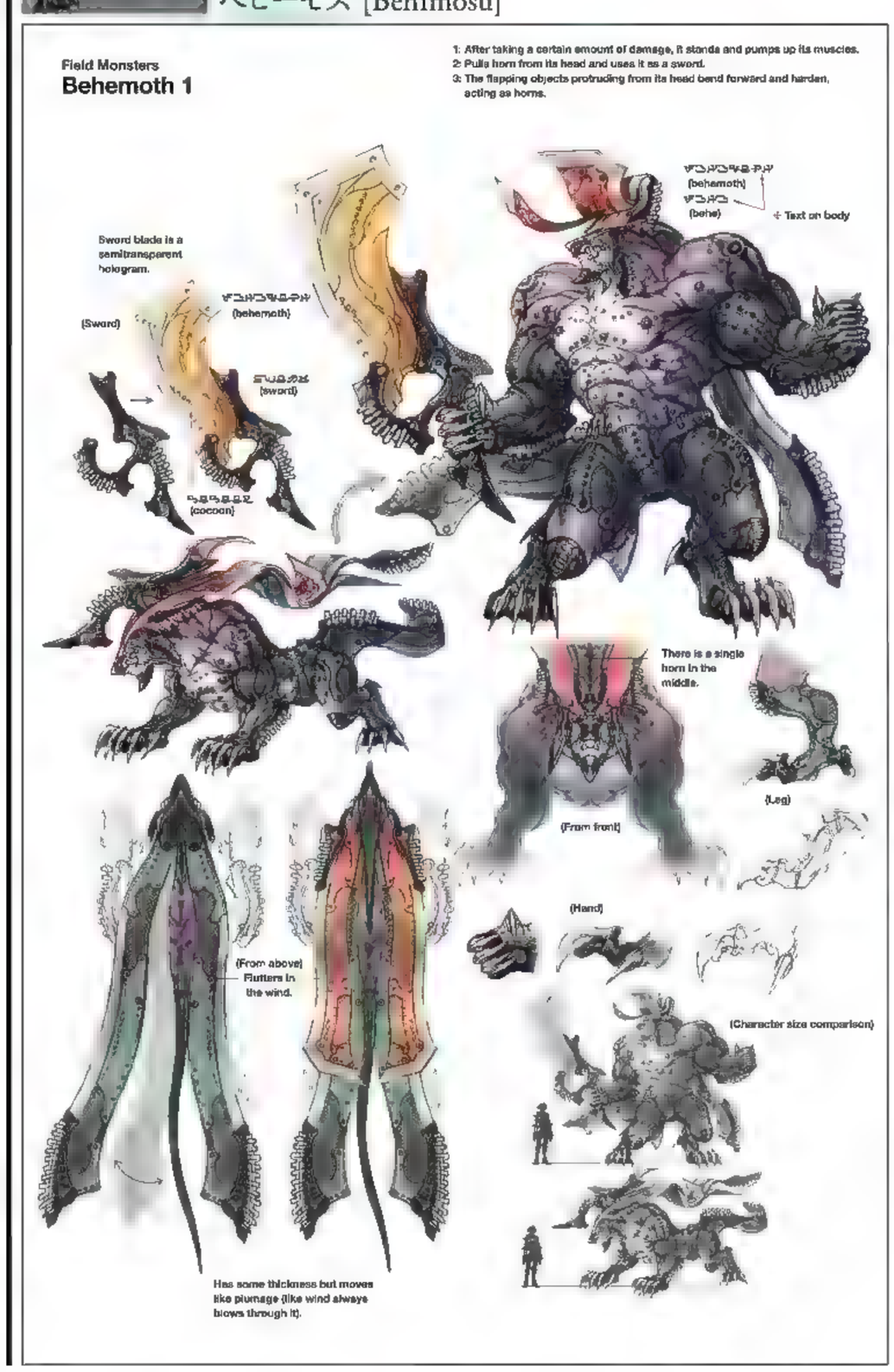






Behemoth

ベヒーモス [Behīmosu]

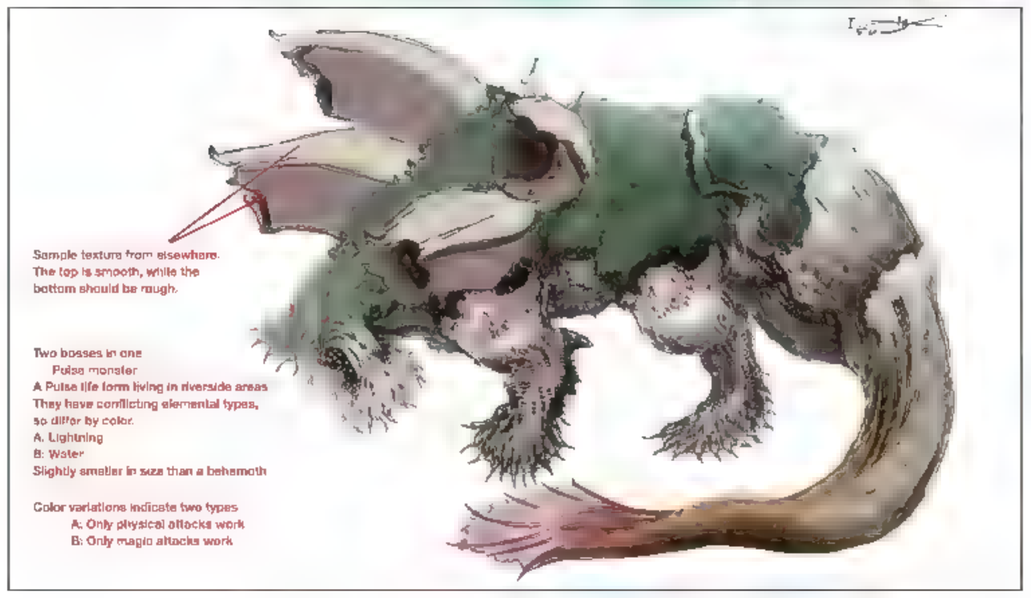


Enlil



エンリル [Enriru]

A lightning woodwraith dwelling in Sunleth Waterscape. The unused Sunleth nushi enemy was appropriated to make the CG model. It appears in-game alongside the woodwraith of water, Enki.





▶ Sunleth Nushi (Unused)

Corps Pacifex

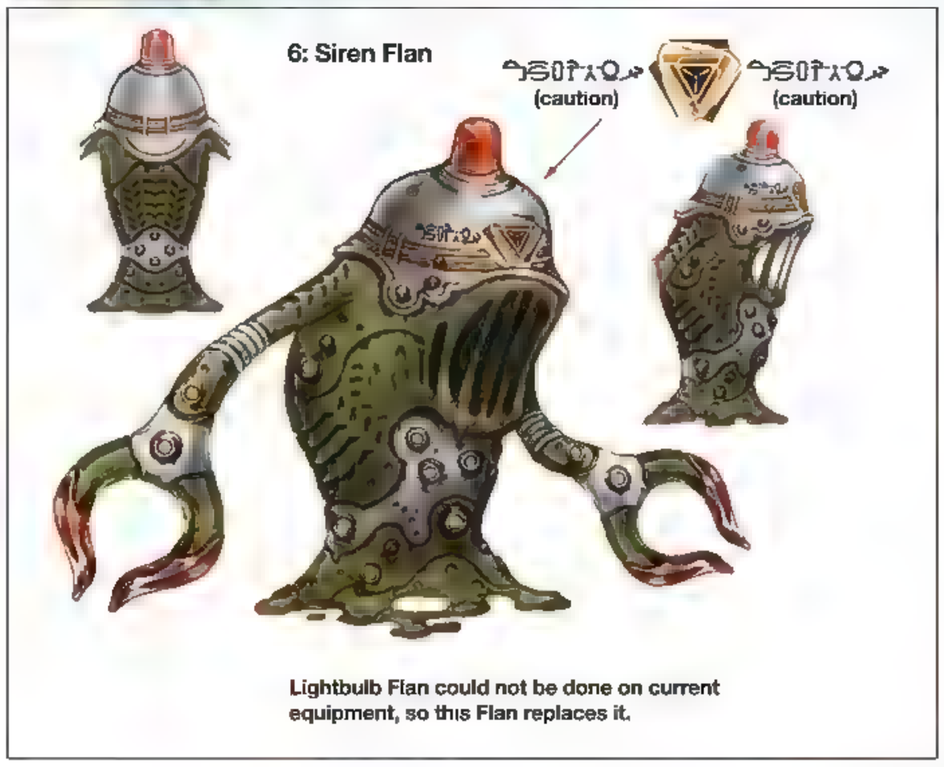
警備軍保安兵 [Keibi-gun Hoan-hei]



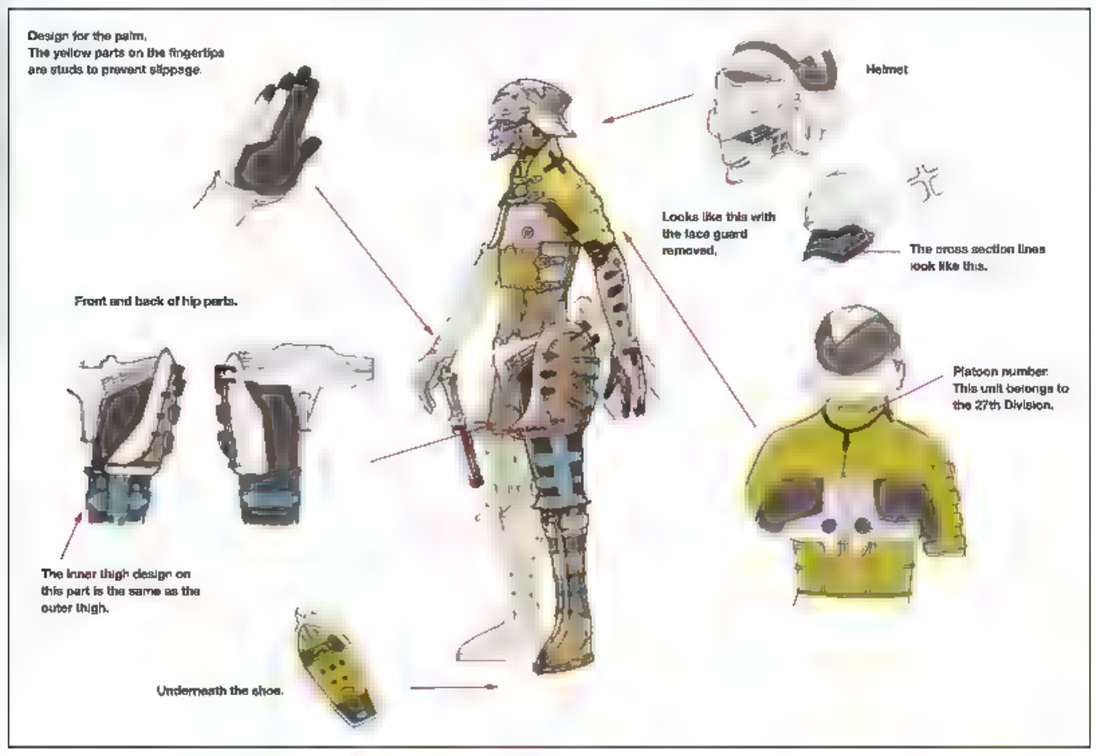


Flanitor

プリン衛生兵 [Purin Eisei-hei]

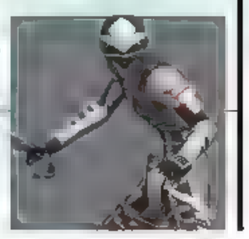


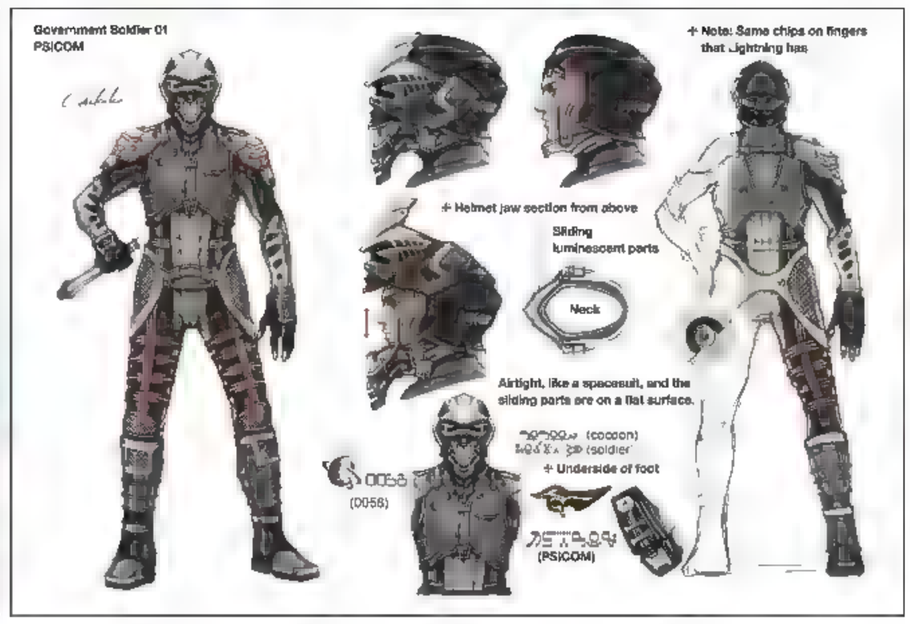
Lightbulb Flan could not be done on current equipment, so this Flan replaces it.

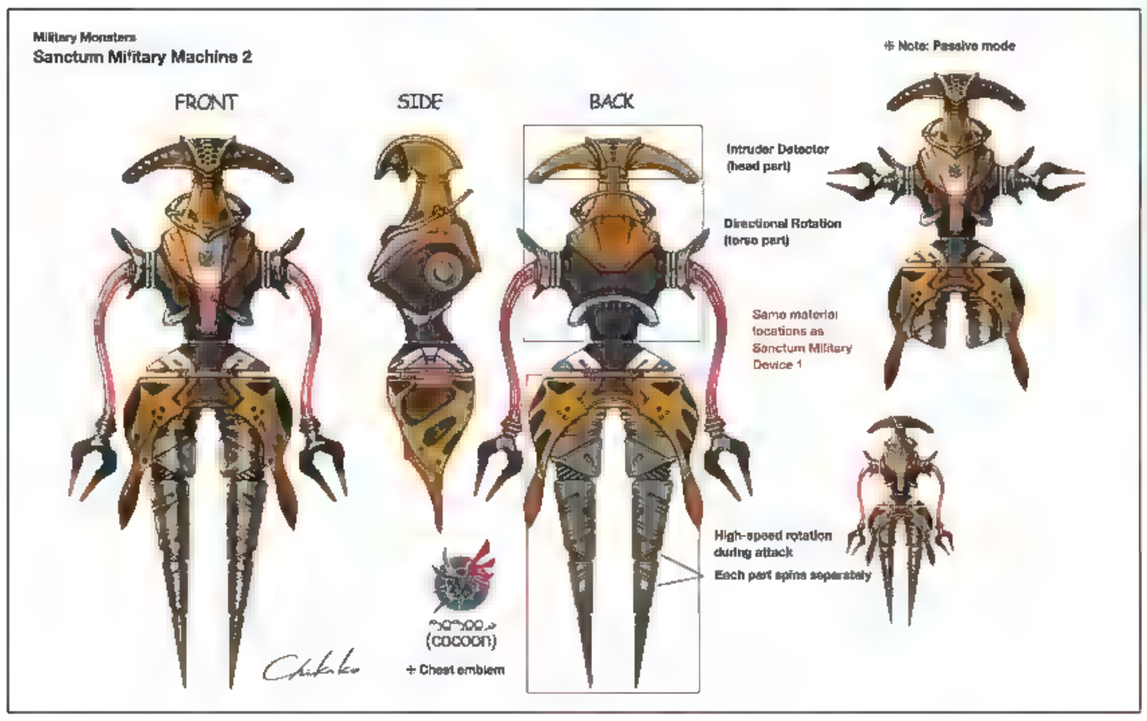


PSICOM Scavenger

PSICOM駆逐兵 [PSICOM Kuchiku-hei]









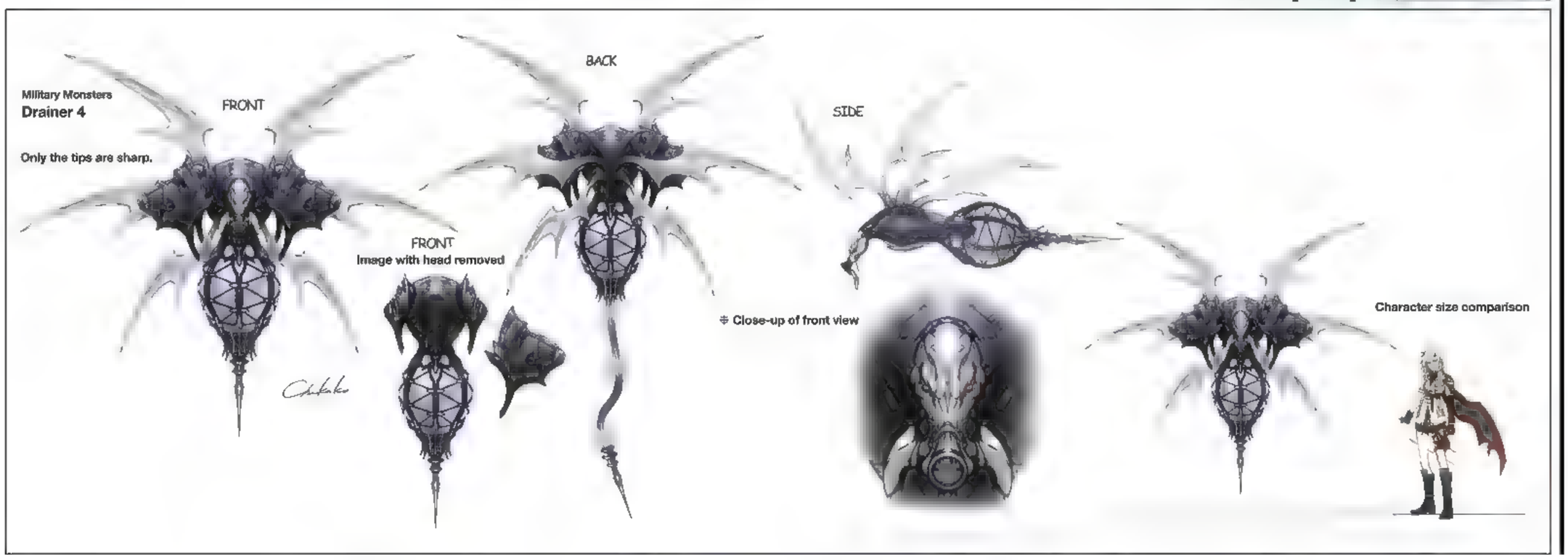
Deckdrone

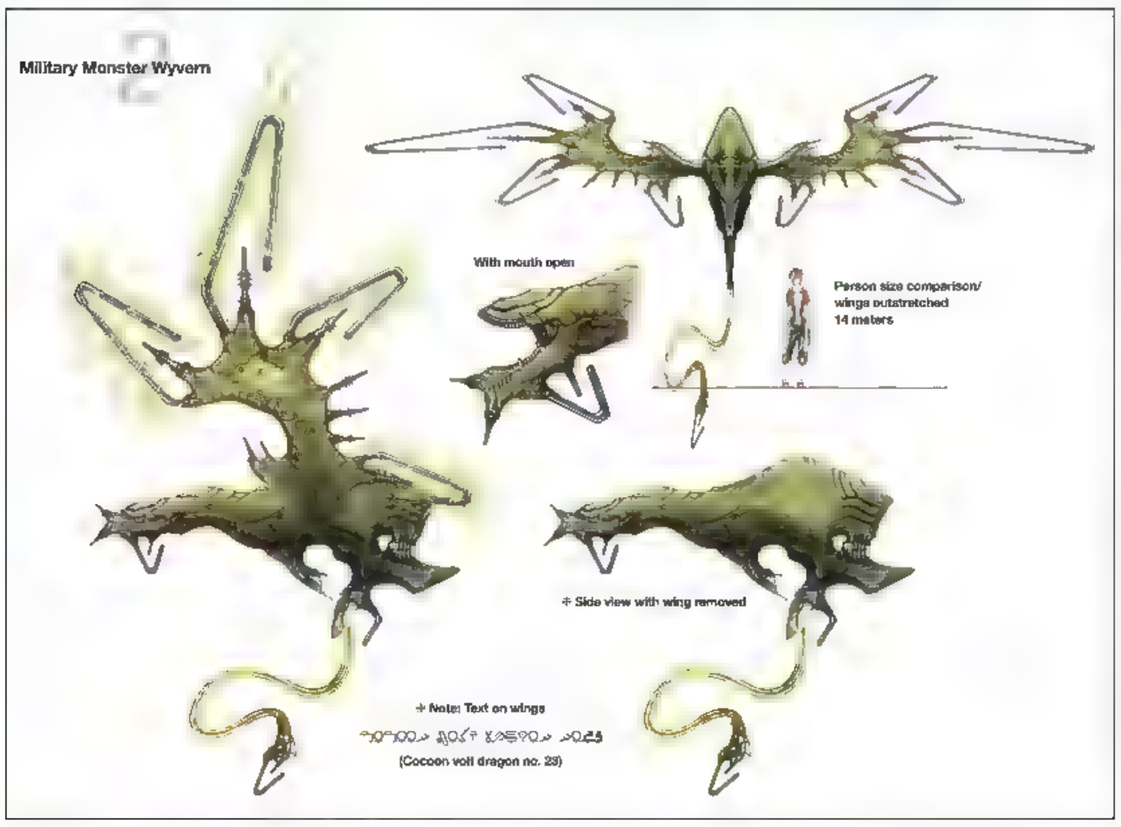
機甲兵マトローゼ [Kikō-hei Matorōze]

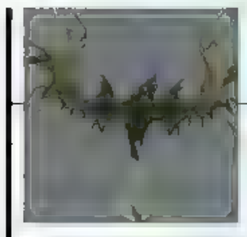
Vespid Soldier

ヴェスペ陣風 [Vesupe Jinpū]









Kalavinka Striker

襲撃騎カラヴィンカ [Shūgeki-ki Karavinka]

PSICOM Reaver

PSICOM 戦術導士
[PSICOM Senjutsudō-shi]

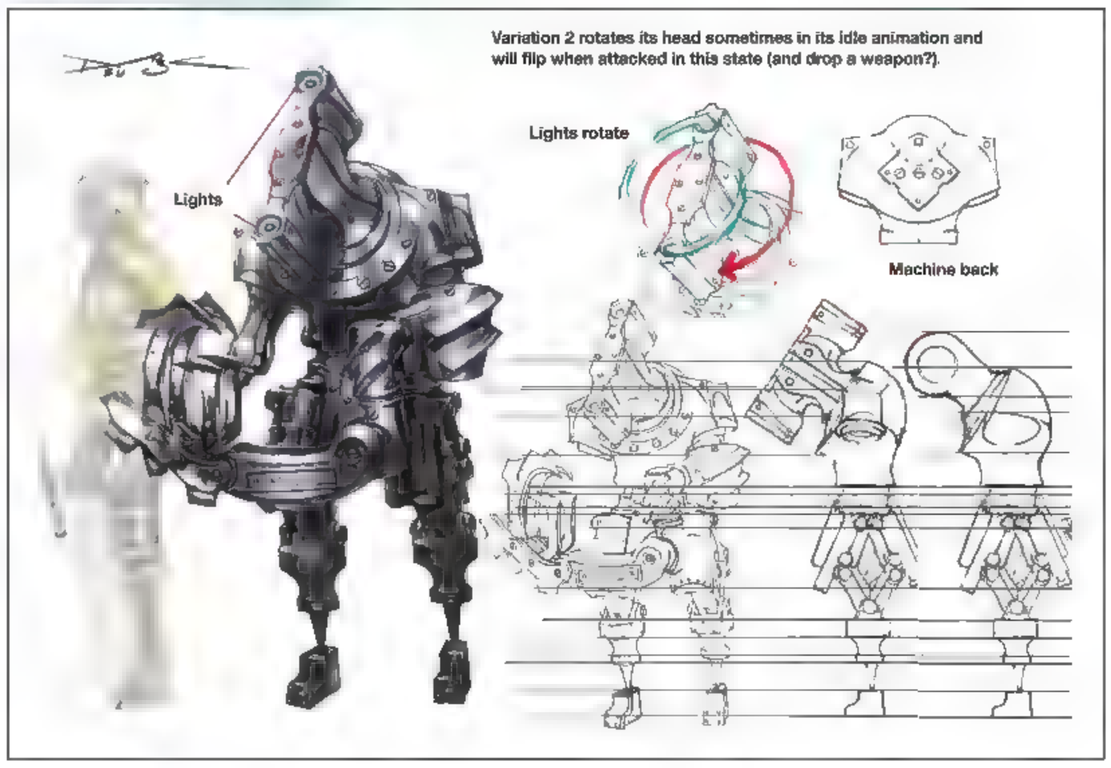


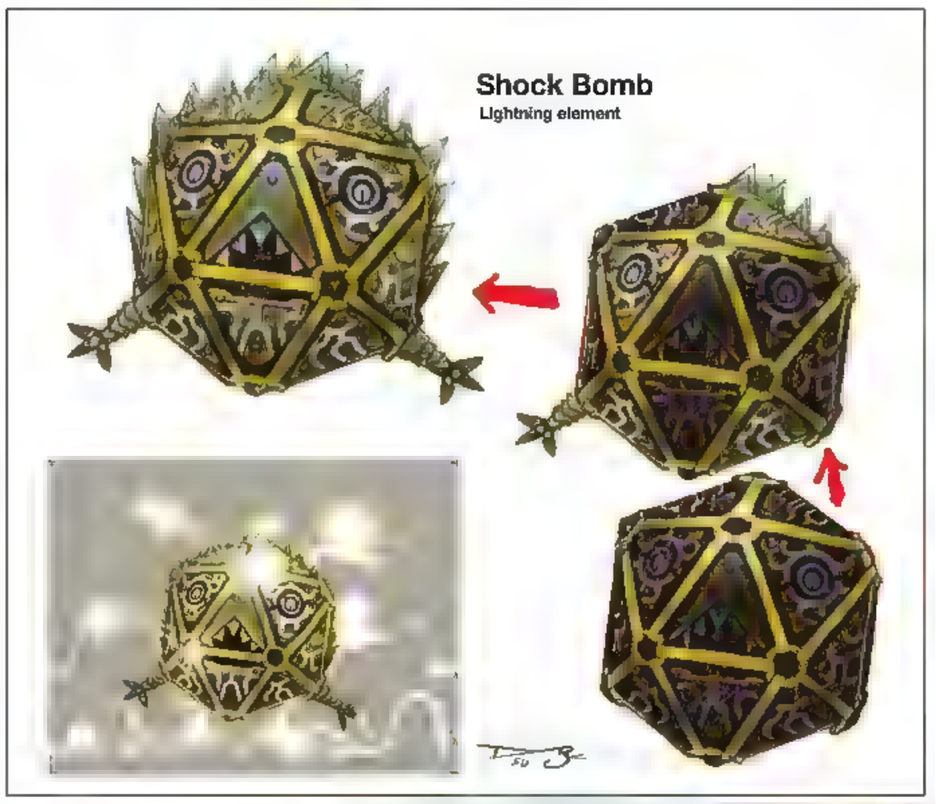




Pulsework Knight

イェニチェリ [Yenicheri]

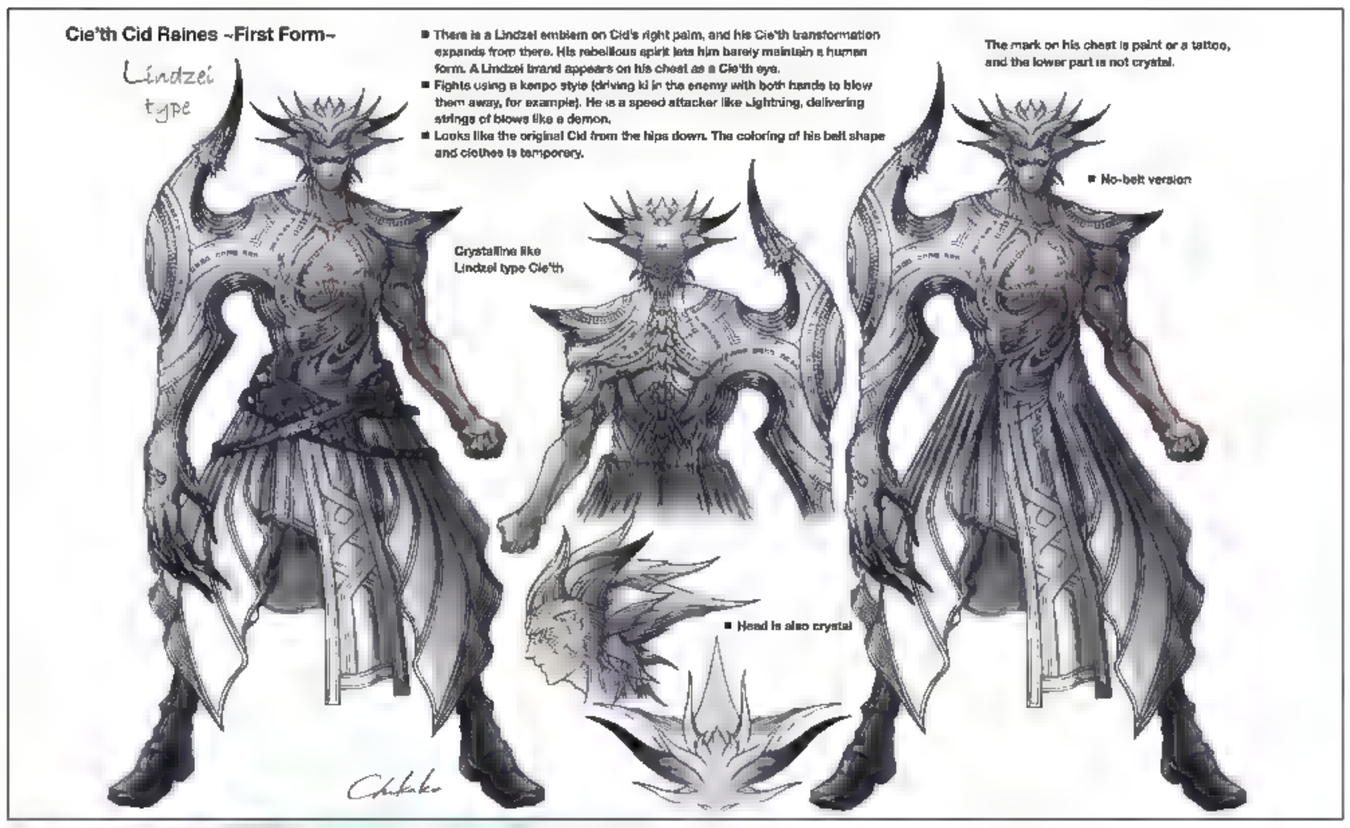




Circuitron

ヒューズ [Hyūzu]







Cid Raines

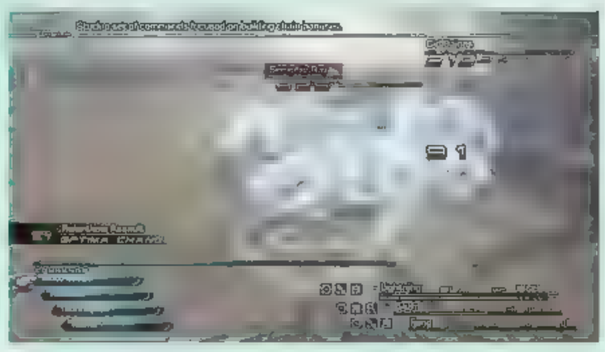
シド・レインズ [Shido Reinzu]

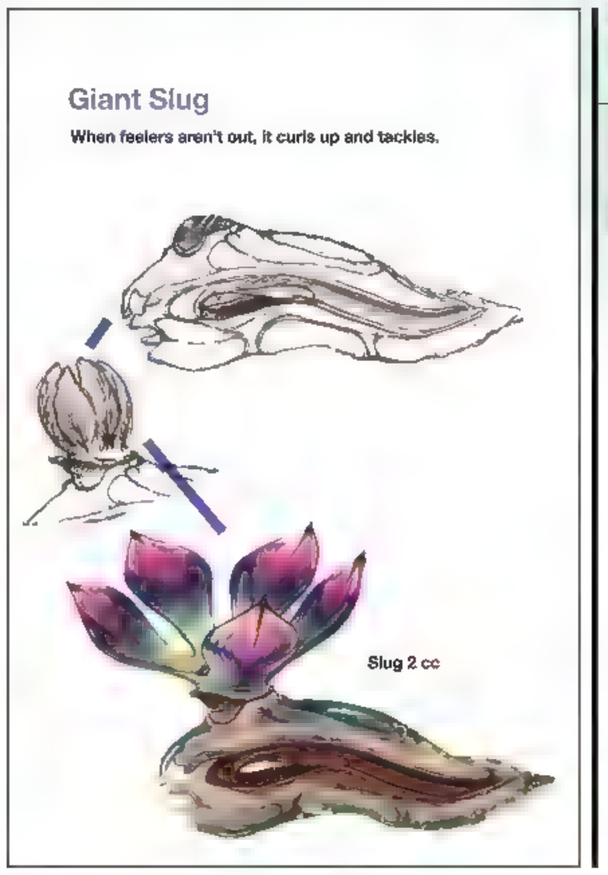
Cid Raines turns into a Cie'th after defying his Focus as a Sanctum l'Cie. In the CG model his pants are black, his boots are silver, and the shape of his belt differs slightly.

Memorable Feature

A Raines of Many Roles

Like the protagonists, Cid Raines utilizes multiple roles in battle. These roles change at a set clip, shifting between Ruinga to attack, Guard to go on the defensive, and Cure to recover. Six wings sprout from his back when his HP is low. In this state he'll start using Seraphic Ray, an attack that does damage and removes all status effects from the heroes and himself.

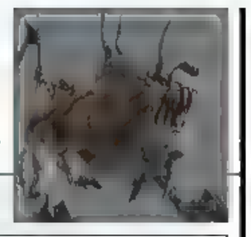






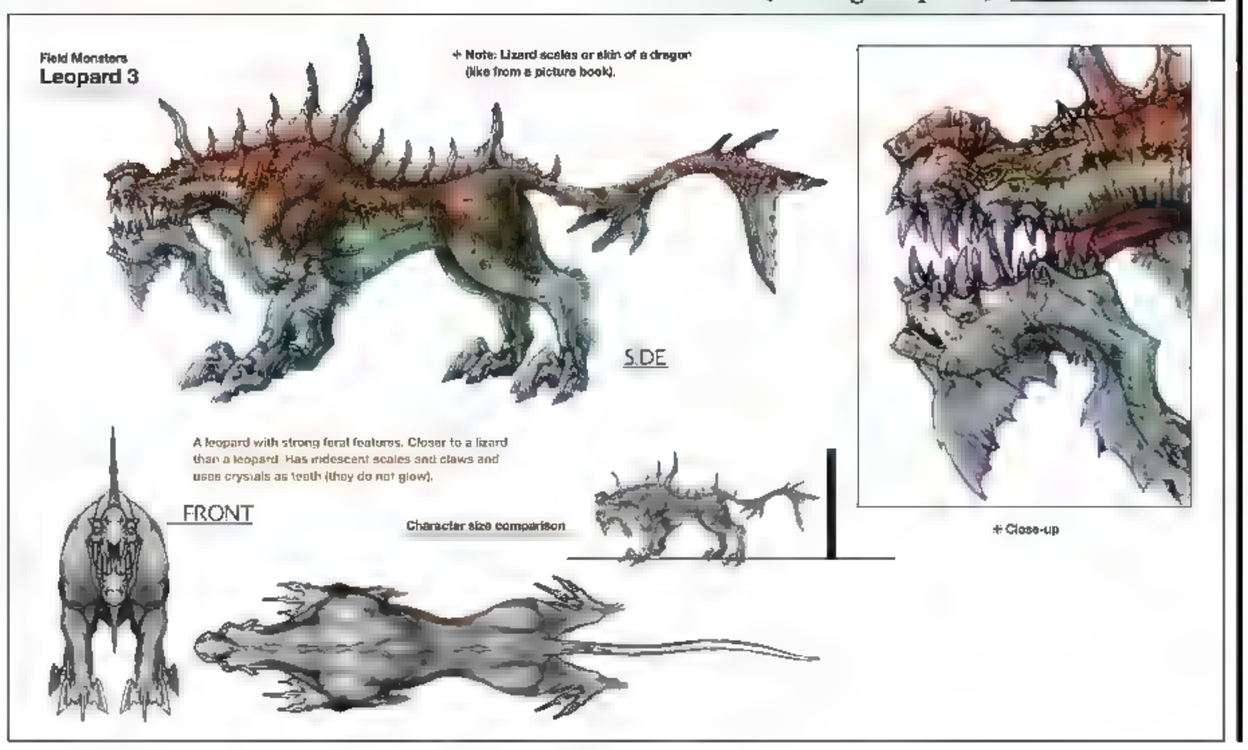
Alraune

アルラウネ [Aruraune]



Gorgonopsid

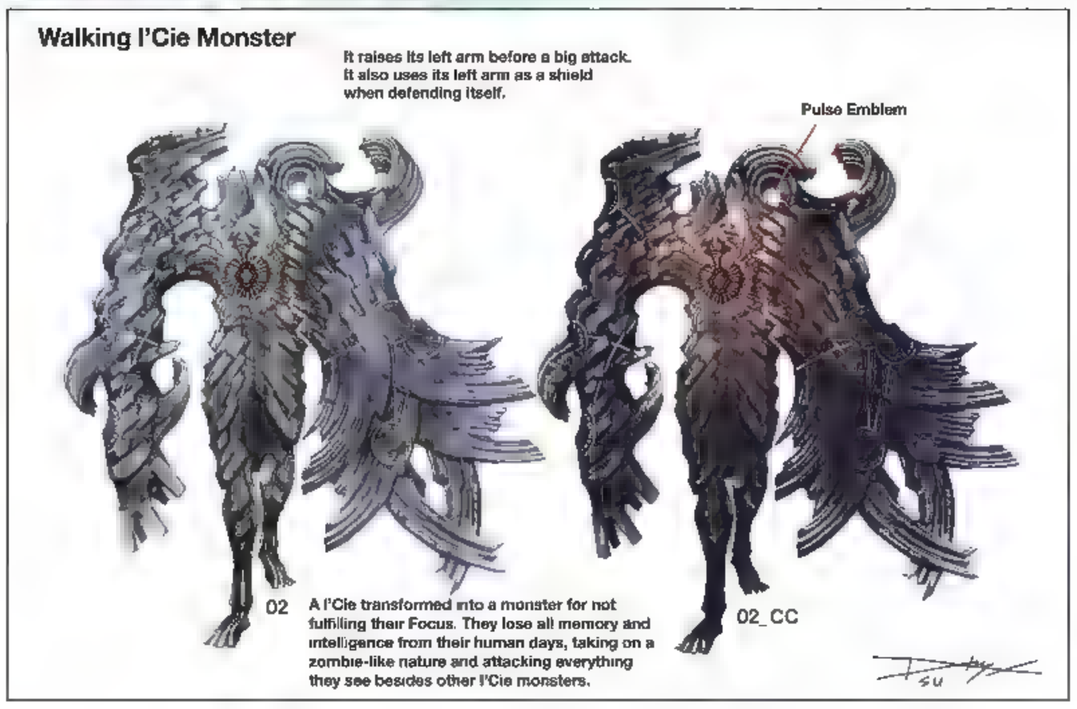
ゴルゴノプス [Gorugonopusu]

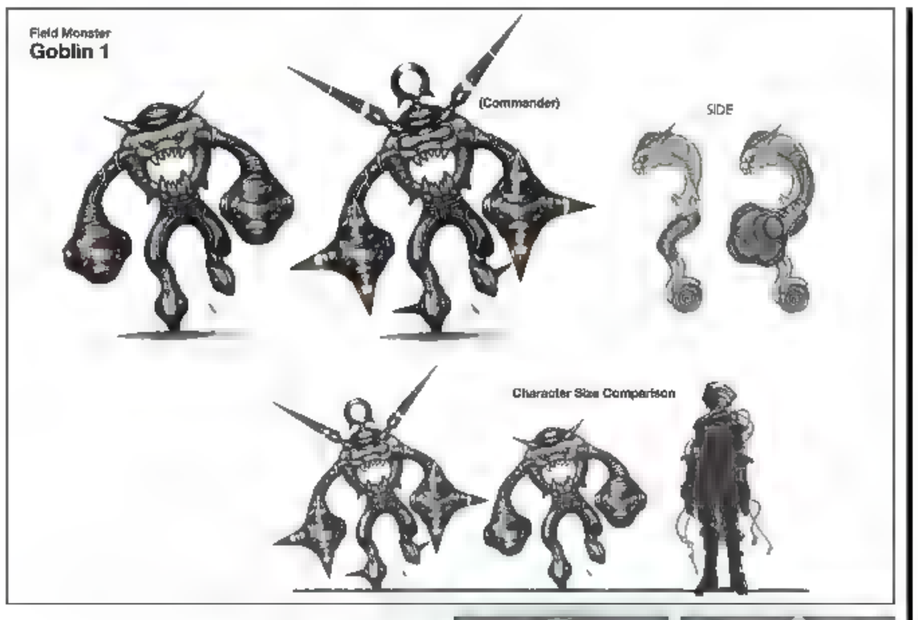




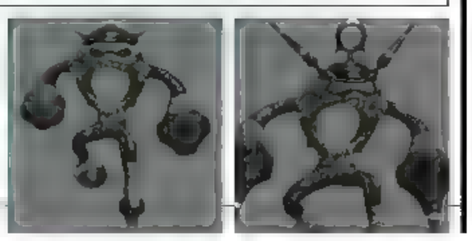
Strigoi/Taxim

ストリゴイ／タキシム [Sutorigoi/Takishimu]

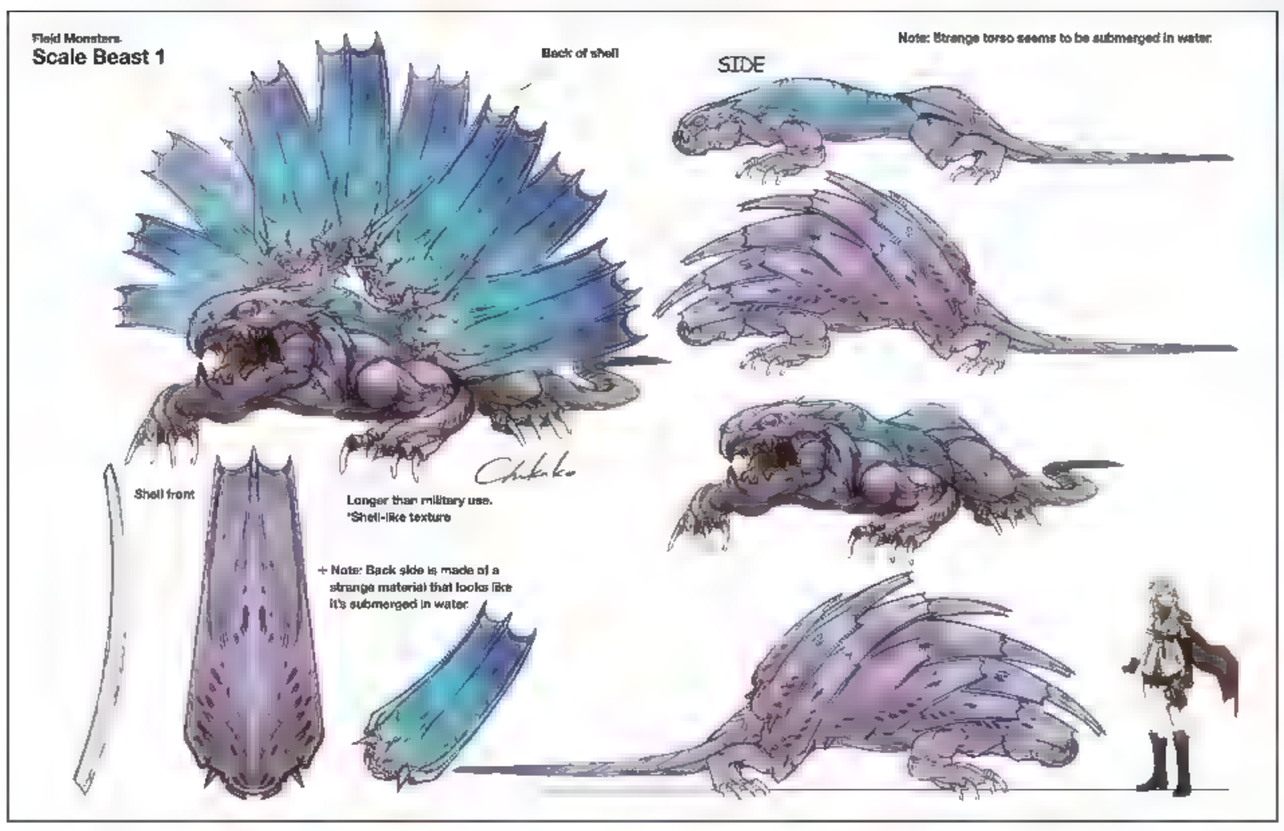


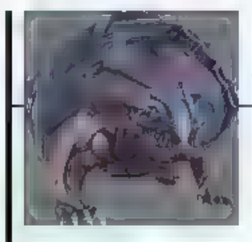


Goblin/ Goblin Chieftain



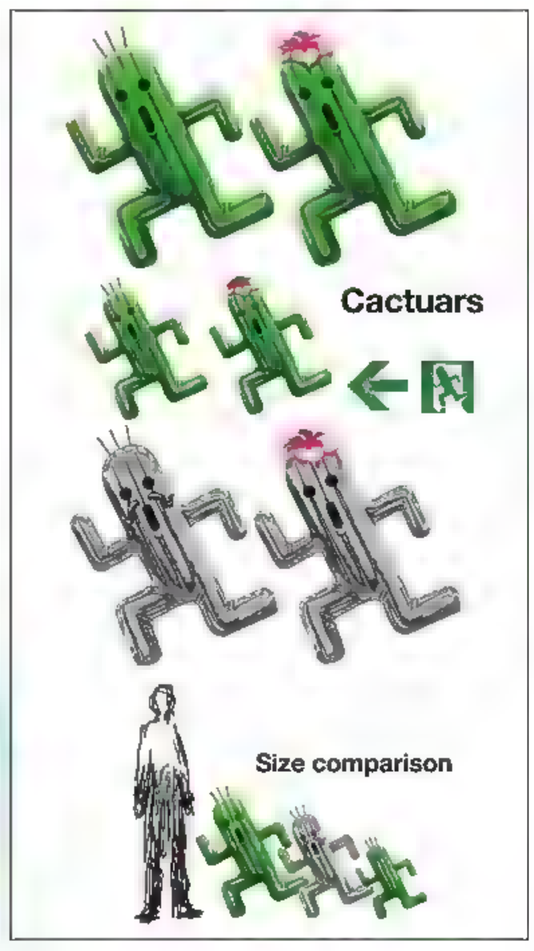
ゴブリン／ゴブリンチーフ [Goburin/Goburinchīfu]





Navidon

ランドガレオン [Rando Gareon]



Cactuar/Flowering Cactuar

サボテンダー／サポテンダー [Sabotendā/Sapotendā]



Adamantoise

アダマンタイマイ [Adamantaimai]

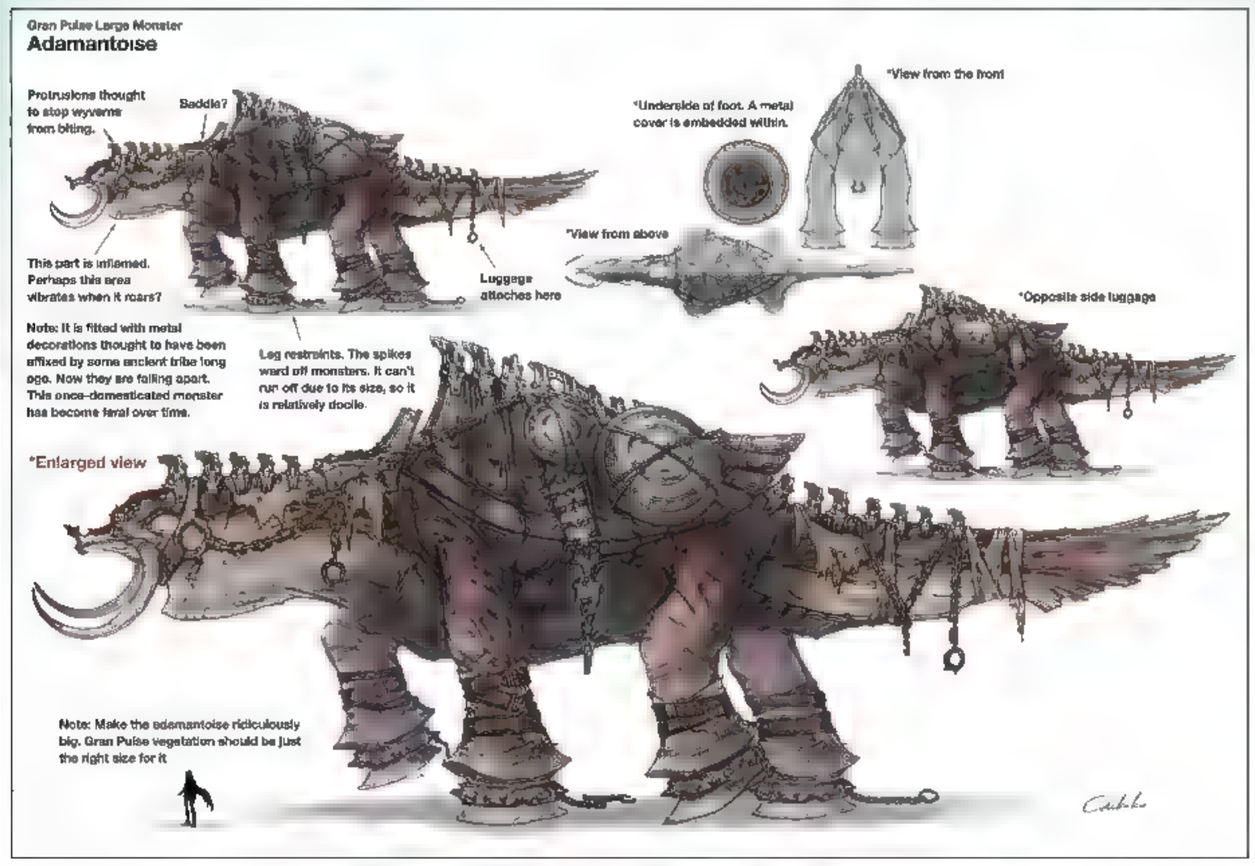


Memorable Feature

Getting a Leg Up on a Powerful Opponent

Adamantoise has an overwhelming presence compared to other enemies, its towering frame visible even from far away. It boasts horrifying strength in battle, with an all-out assault barely making a dent. The most effective strategy is attacking or summoning eidolons to reduce the HP of its front legs to zero. This will down the massive beast for a time and stop it from moving, lowering its resistance and letting the player lay on the pain unilaterally.

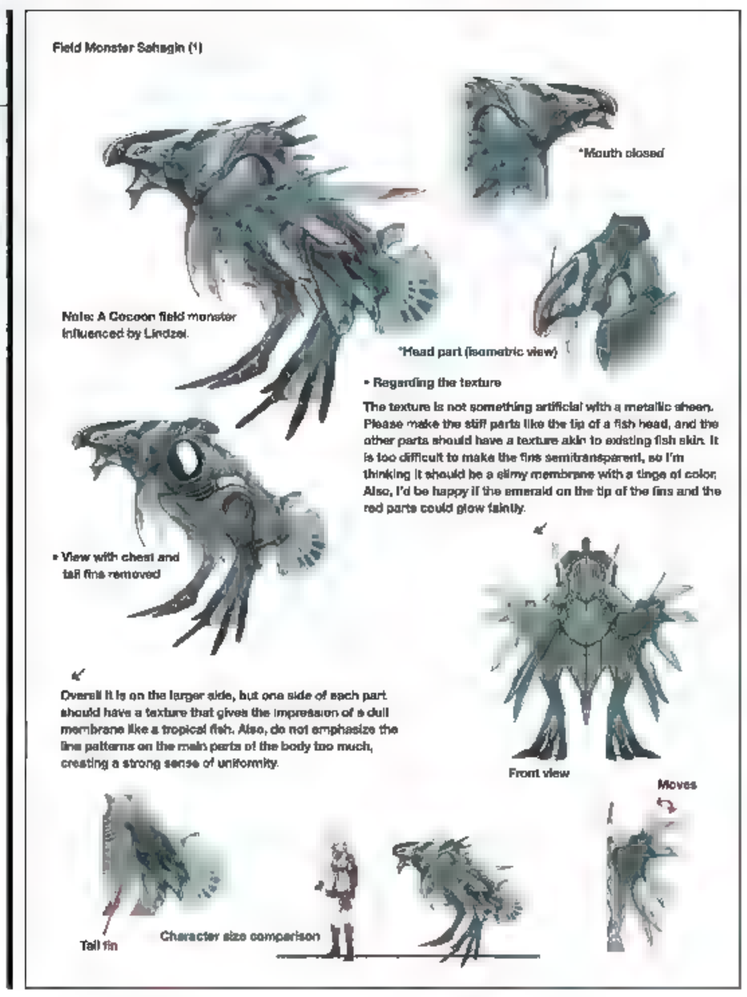




Sahagin

サハギン [Sahagin]





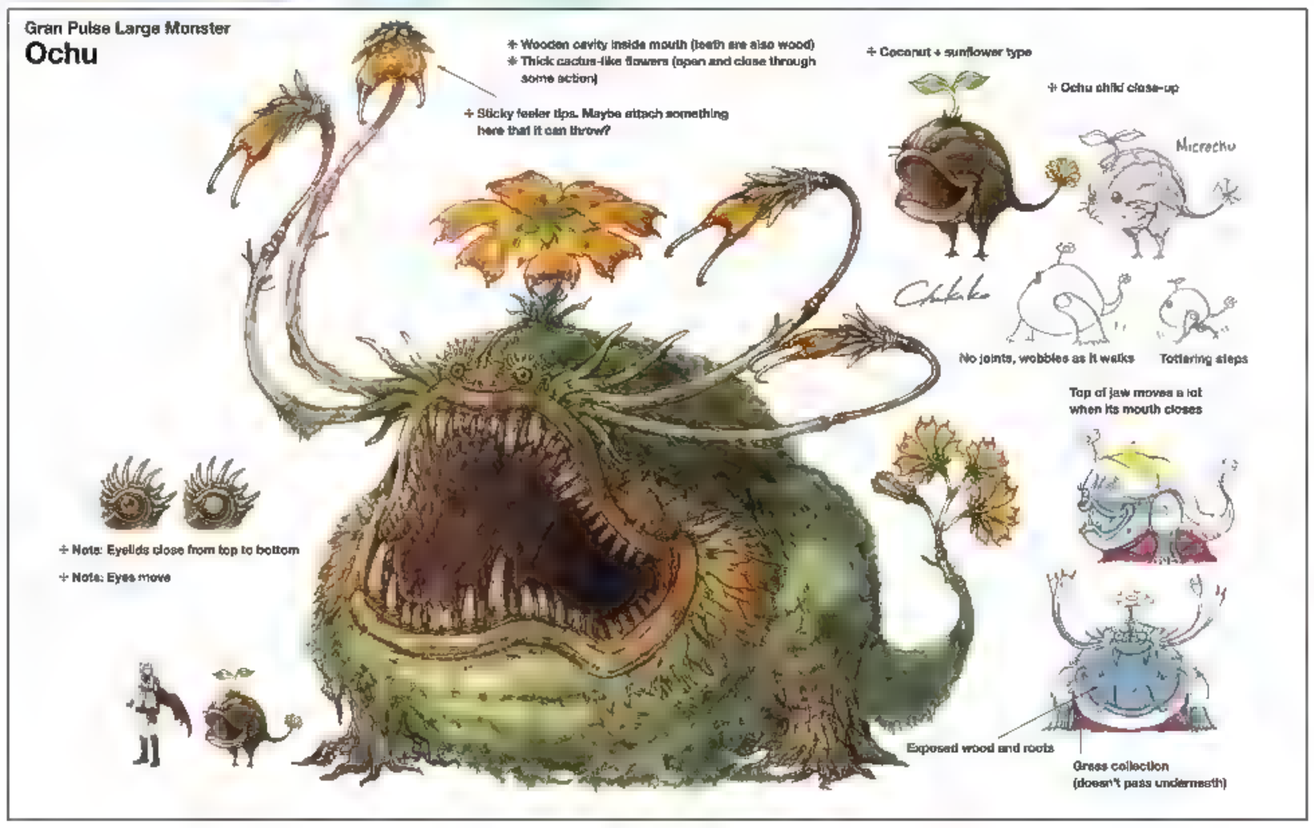
Ochu/Microchu

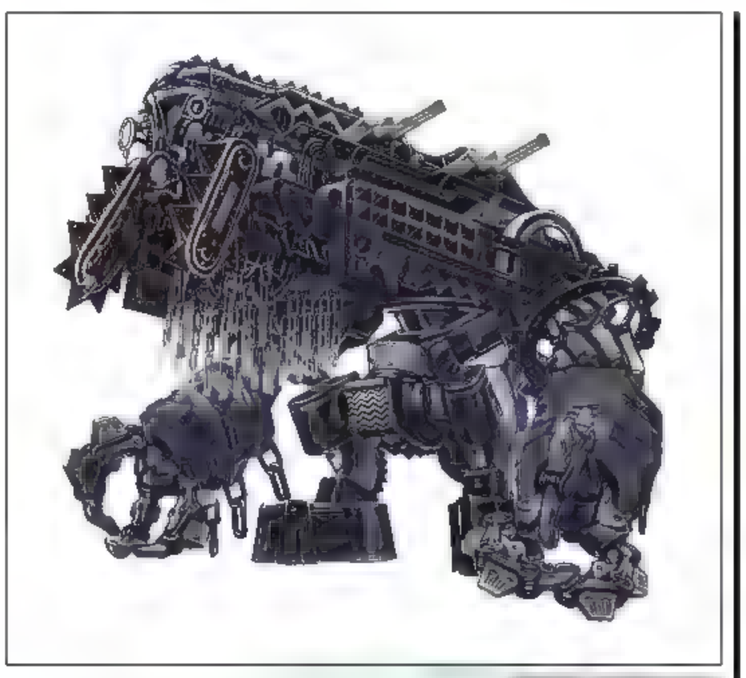




オチュー／コチュー [Ochū/Kochū]

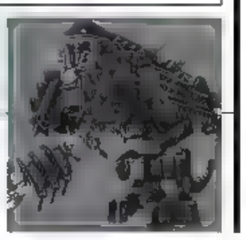
A plant monster sporting long tentacles, accompanied by its offspring. If the Microchu uses Plead in battle to call for help, the Ochu will scatter pollen from the flower on its head to heal it.

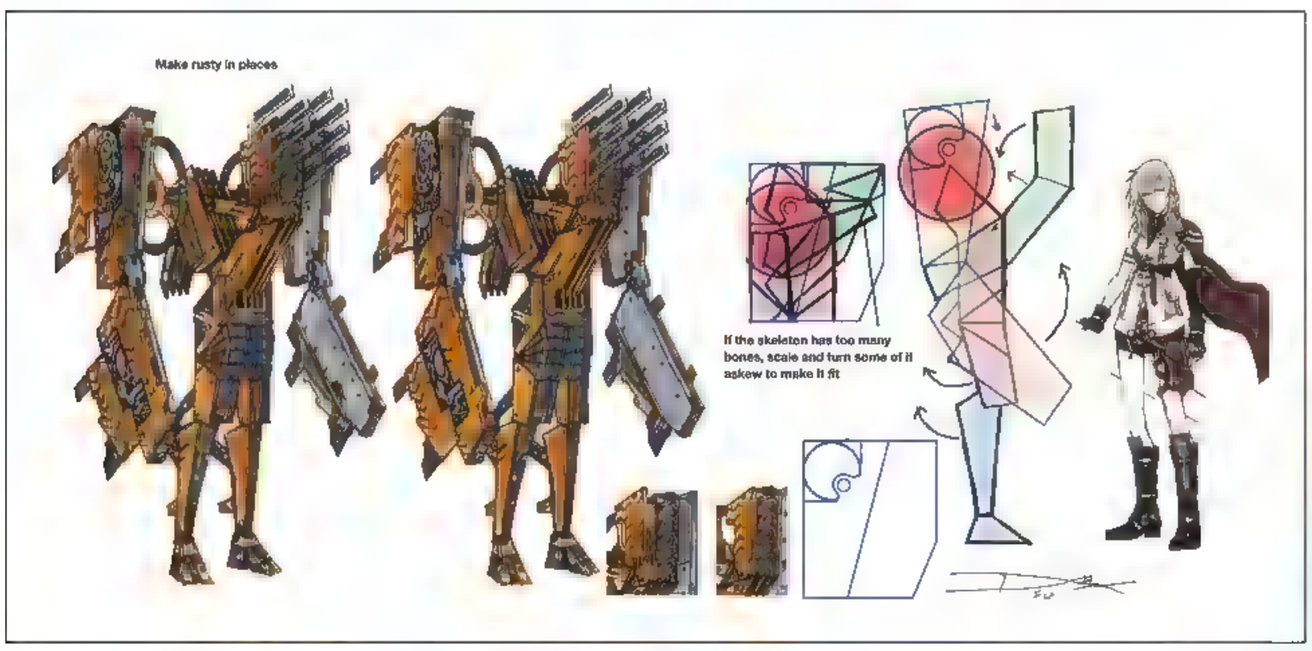




Juggernaut

ジャガーノート [Jagānōto]







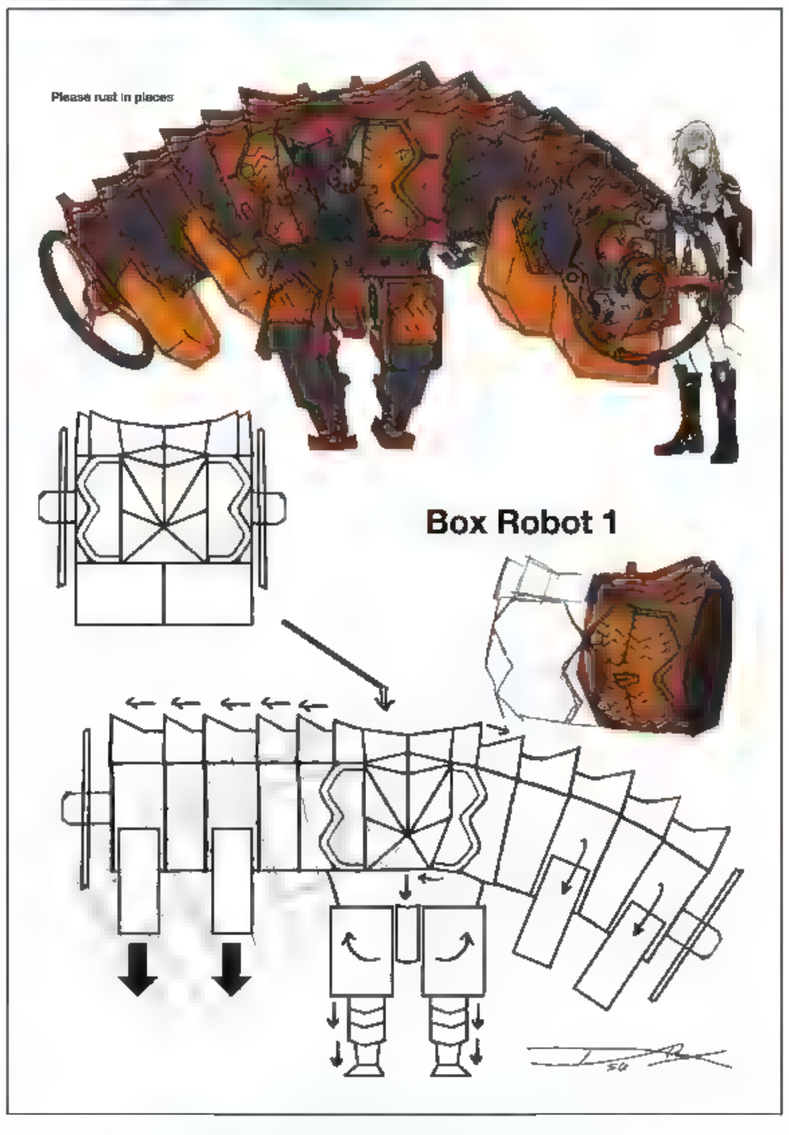
Hoplite

ホプリタイ [Hopuritai]



Boxed Phalanx

ファランクス [Farankusu]

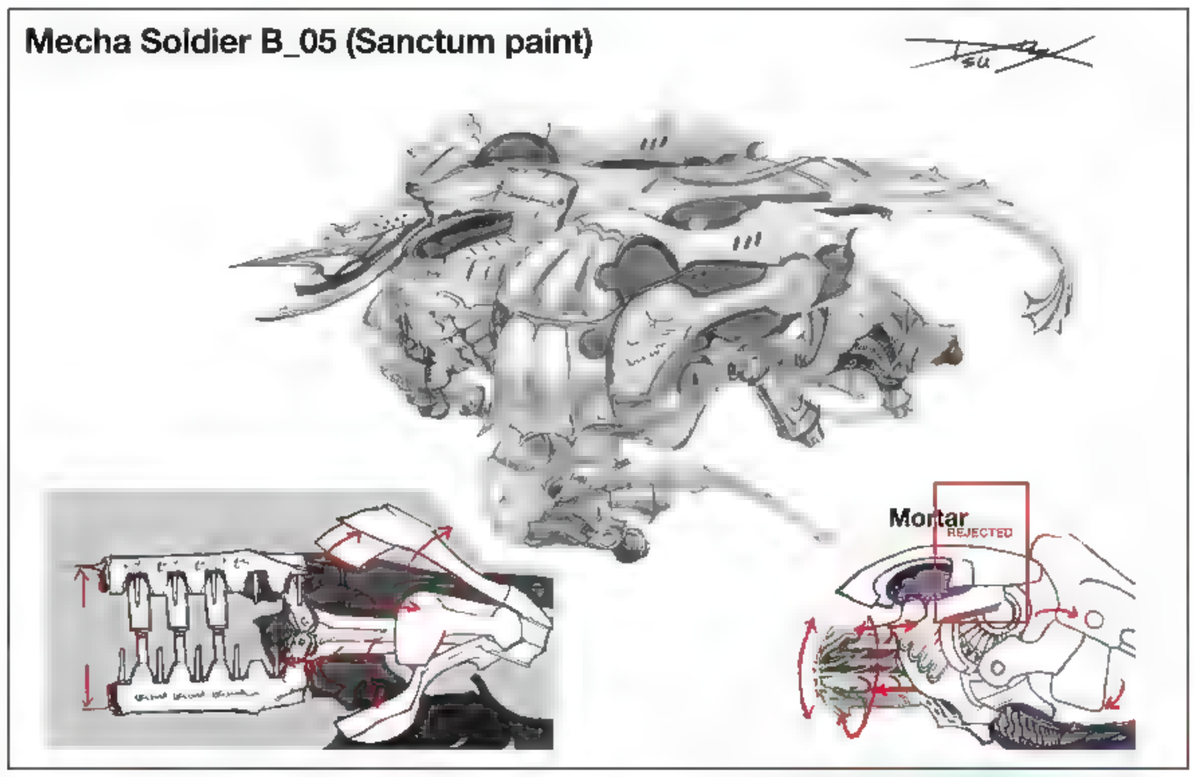


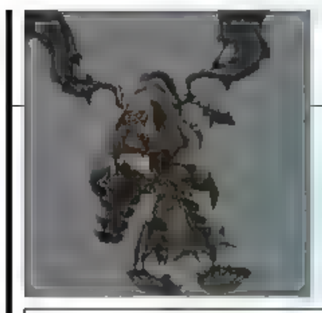




Yaksha

ヤシャ [Yasha]

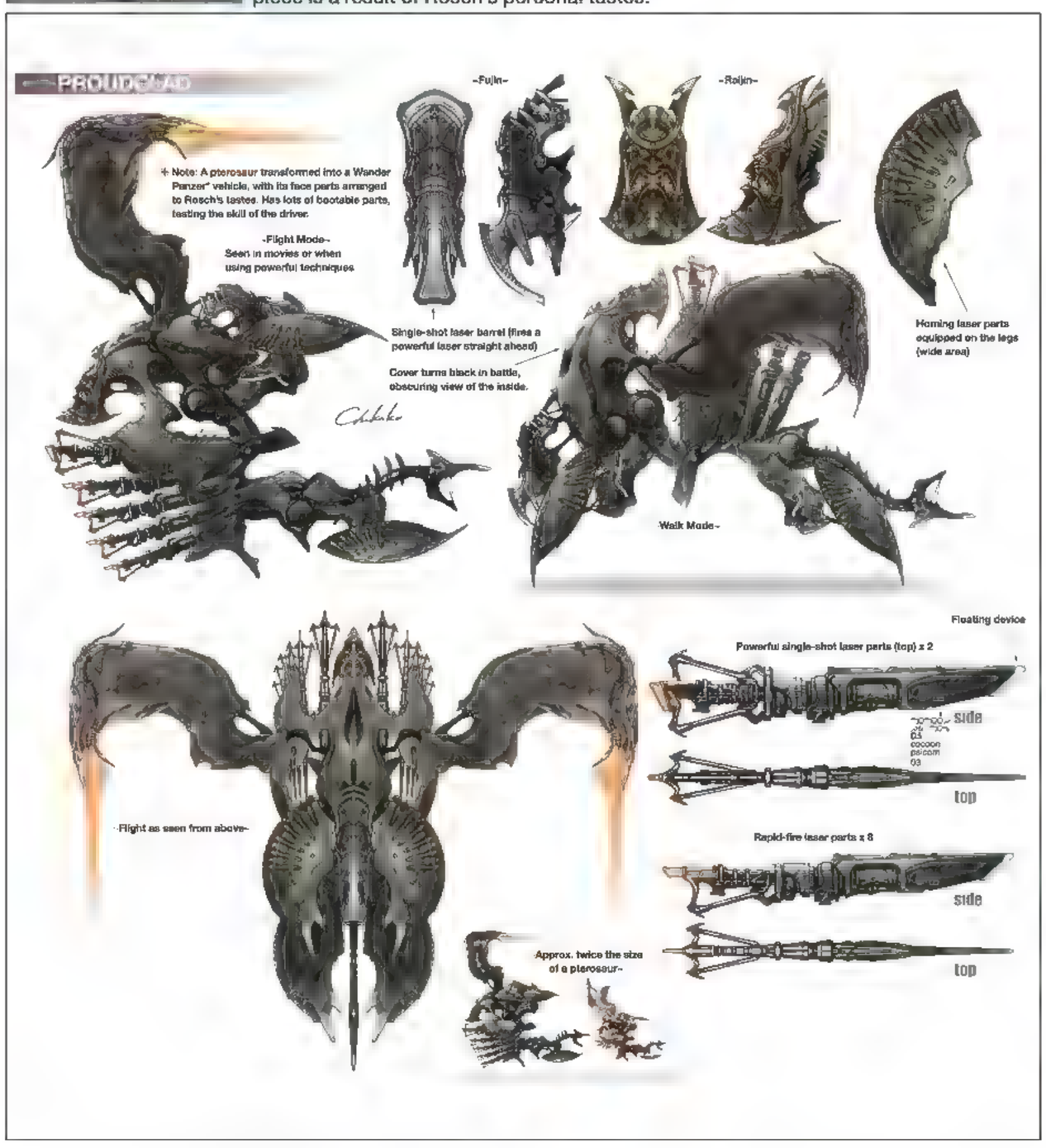




The Proudclad

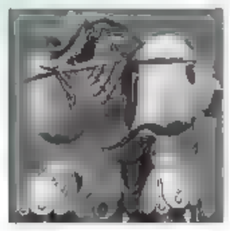
プラウド・クラッド [Puraudo Kuraddo]

A militarized unit ridden by Rosch of PSICOM. The weapon is about twice as big as the similar Ushumgal Subjugator. The almost-Japanese style of the head-piece is a result of Rosch's personal tastes.



Bulwarker

機甲兵キュラシェーア [Kikō-hei Kyurashēa]





Vernal Harvester

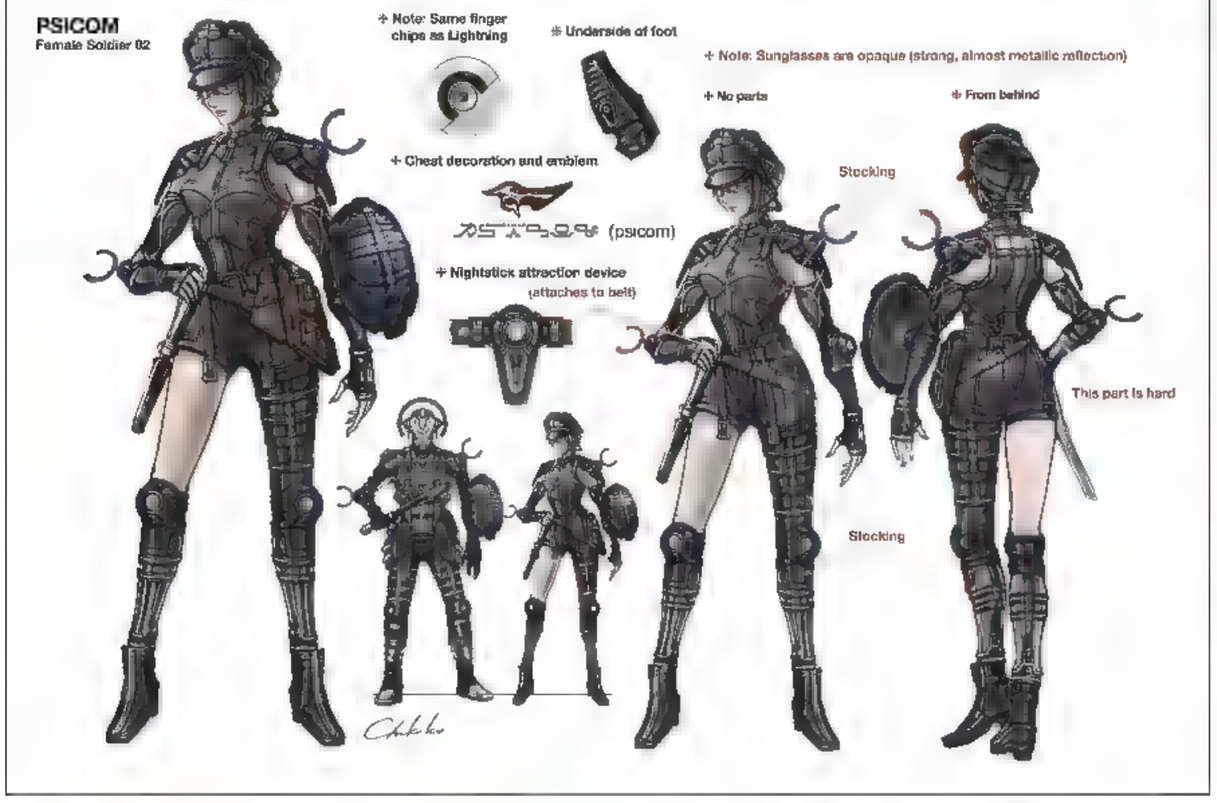
防衛騎スウェリエン [Bōei-ki Suwerien]





Sanctum Inquisitrix

聖府親衛コマンド [Seifu Shin'ei Komando]

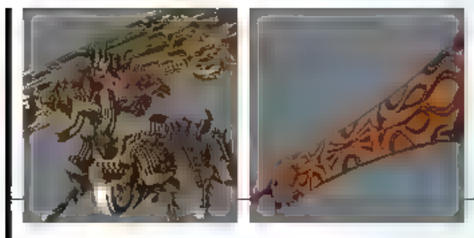




Megrim Thresher

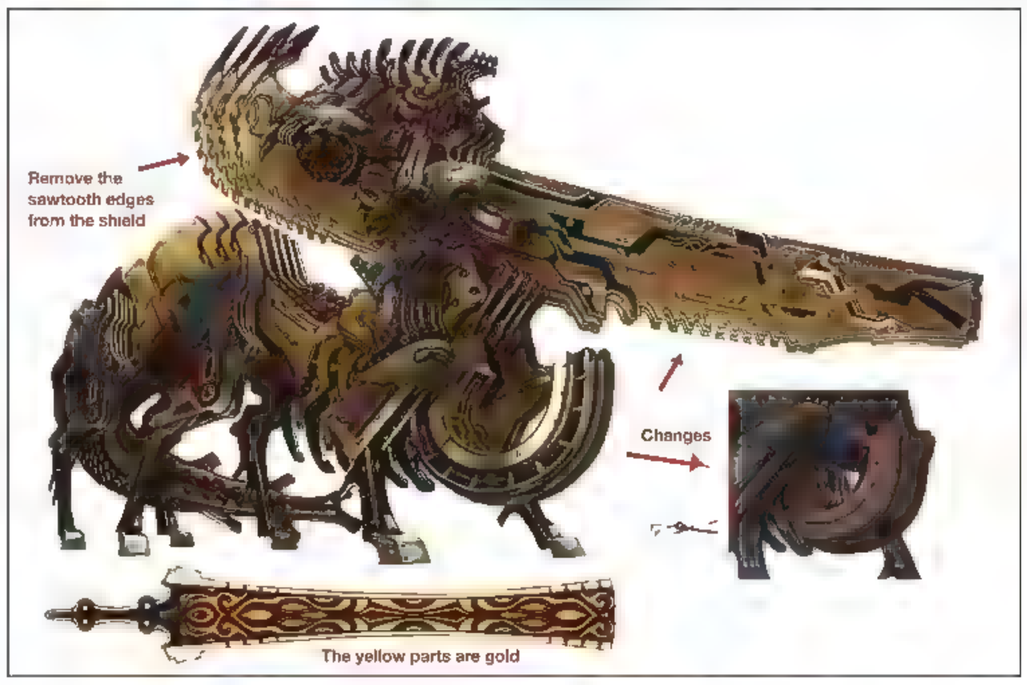
突撃砲ティーガー [Totsugeki-hō Tīgā]

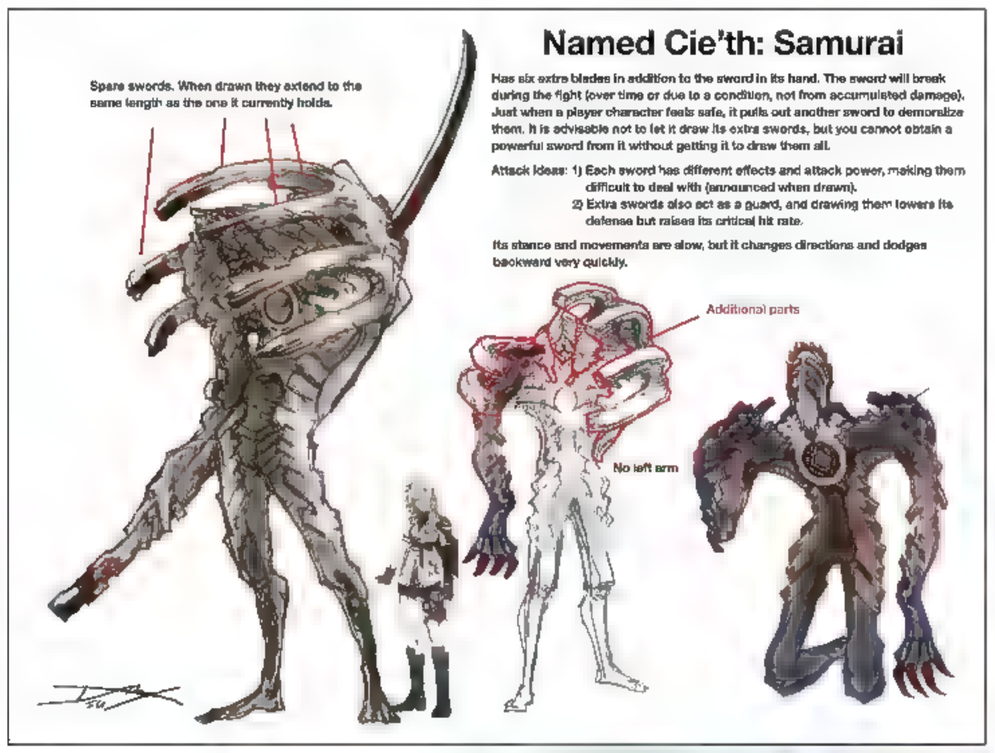




Immortal/ Centaurion Blade

インヴィンシブル／飛燕剣 [Invinshiburu/Hienken]

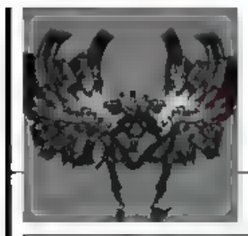






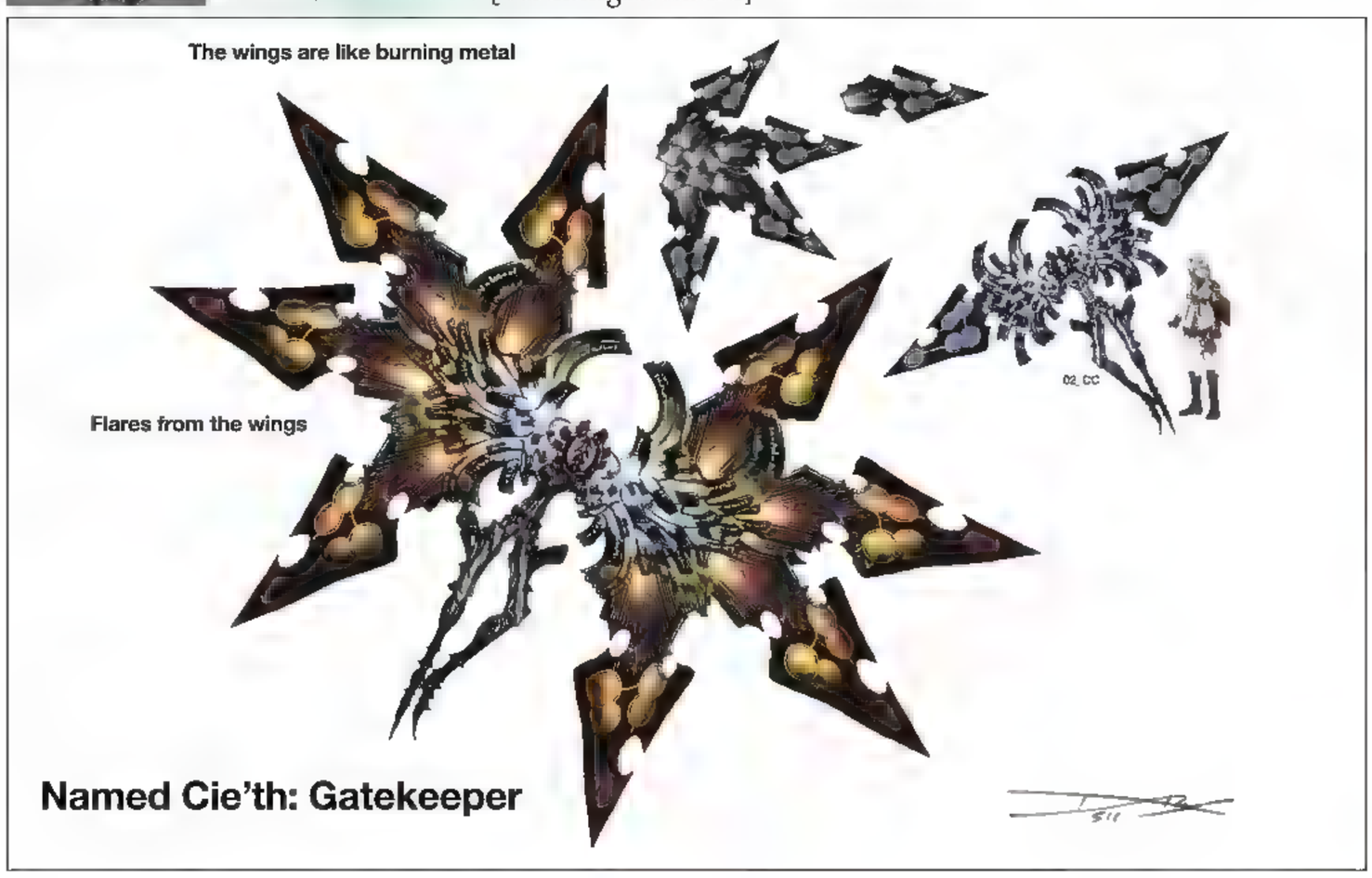
Attacus

スパルタクス [Suparutakusu]



Vercingetorix

ウェルキンゲトリクス [Verukingetorikusu]



Memorable **Feature**

Picking Your Poison

The Vercingetorix uses powerful physical and magic attacks in rapid succession and uses Impenetrable Aura to erect a barrier and heal itself. Just damaging the thing is difficult enough, but this powerful enemy has an unexpected weak point: it loses health in a flash when poisoned.



FINAL FANTASY XIII

EXTRA CONTENT

FAL'CIE

Anima

A Gran Pulse fal'Cie found in the Bodhum Vestige. It slept for hundreds of years, waking up thirteen days before the story and turning Serah into a l'Cie, followed by Lightning.



Carbuncle

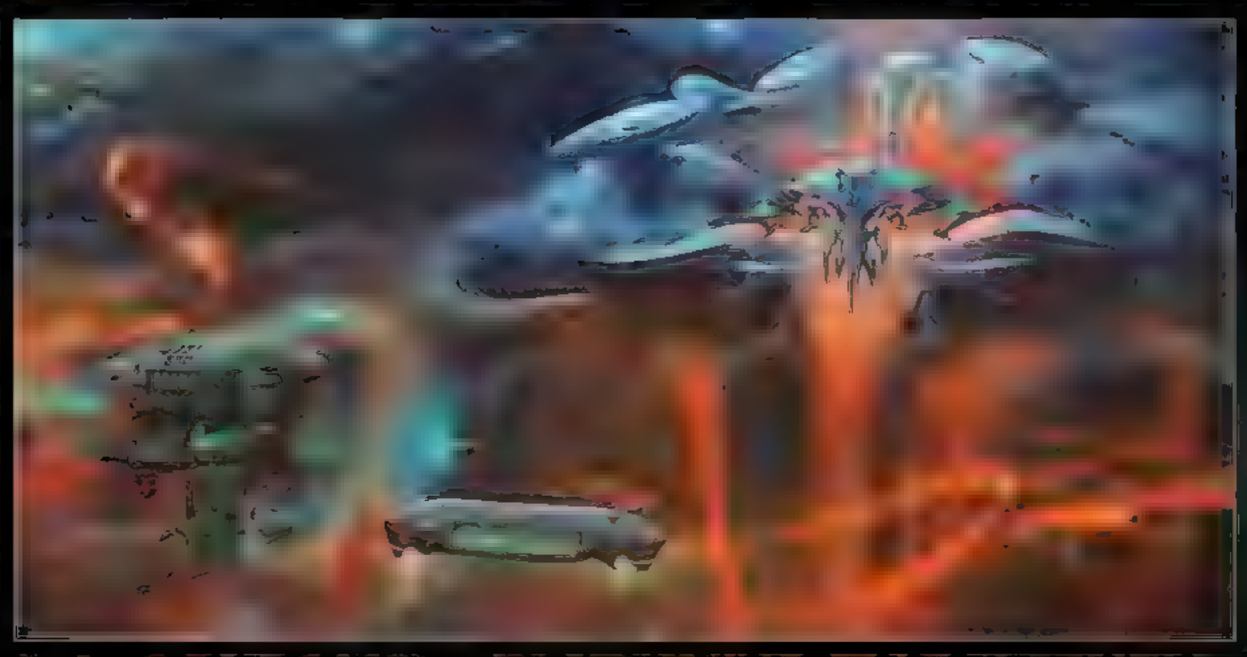
The fal'Cie that produces food for the humans living in Cocoon. Two wings resembling human faces surround the crystal in the center.



Phoenix

The fal'Cie that takes the role of the sun and controls the weather of Cocoon. It alters the amount of light it emits to emulate day and night, but areas like Nautilus and Vile Peaks are outside of its range and thus always in night.





Kujata

A Cocoon fal'Cie that manages the energy plant to generate power. It turns the young Dajh into a l'Cie in response to Fang's hostility.

Titan

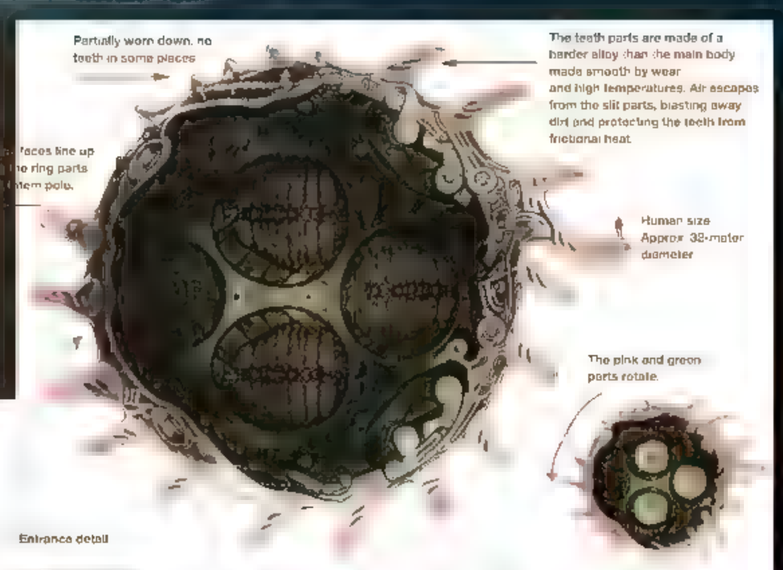
The fal'Cie that controls Gran Pulse's ecosystem and stimulates the evolution of its creatures. Its size outclasses even that of an Adamantoise.



Atomos

A fal'Cie that excavates tunnels underneath Gran Pulse. Early in development its shell was supposed to act as fal'Cie ruins that had transformed into a monster den.





Entrance detail

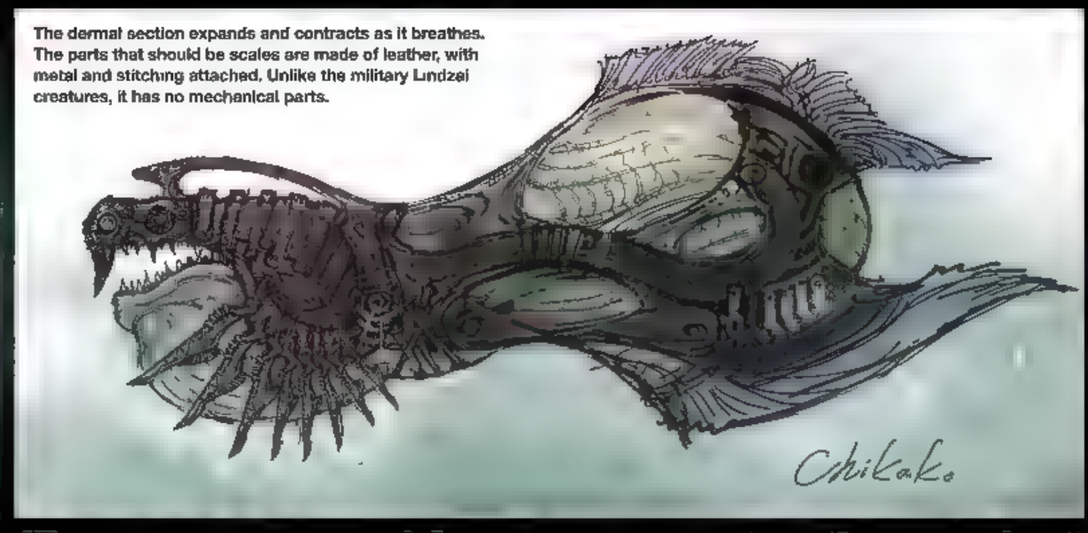


Teeth part detail



Bismarck

A massive whale-like fal'Cie. It uses the erosion of water currents to open up the continent and protects the waterways at Sulyya Springs.



Dahaka

A fal'Cie roaming the skies that lives in Taejin's Tower. During battle it turns upside down, and its wings are designed to look like snakes.



Menrva

The owl-shaped fal'Cie that accompanies Dysley. All of the Cocoon fal'Cie have human faces, and Menrva has one on its chest.



The face of a Lindzefa 'Cie is hidden beneath.

Memorable Scene

The Watchful Eye of Sanctum

Menrva observes the heroes on Barthandelus's orders and can be seen monitoring the party at Lake Bresha and *Palamecia*. When the heroes escape from the crumbling *Palamecia*, or when they leave Oerba, it transforms into an airship and transports the party



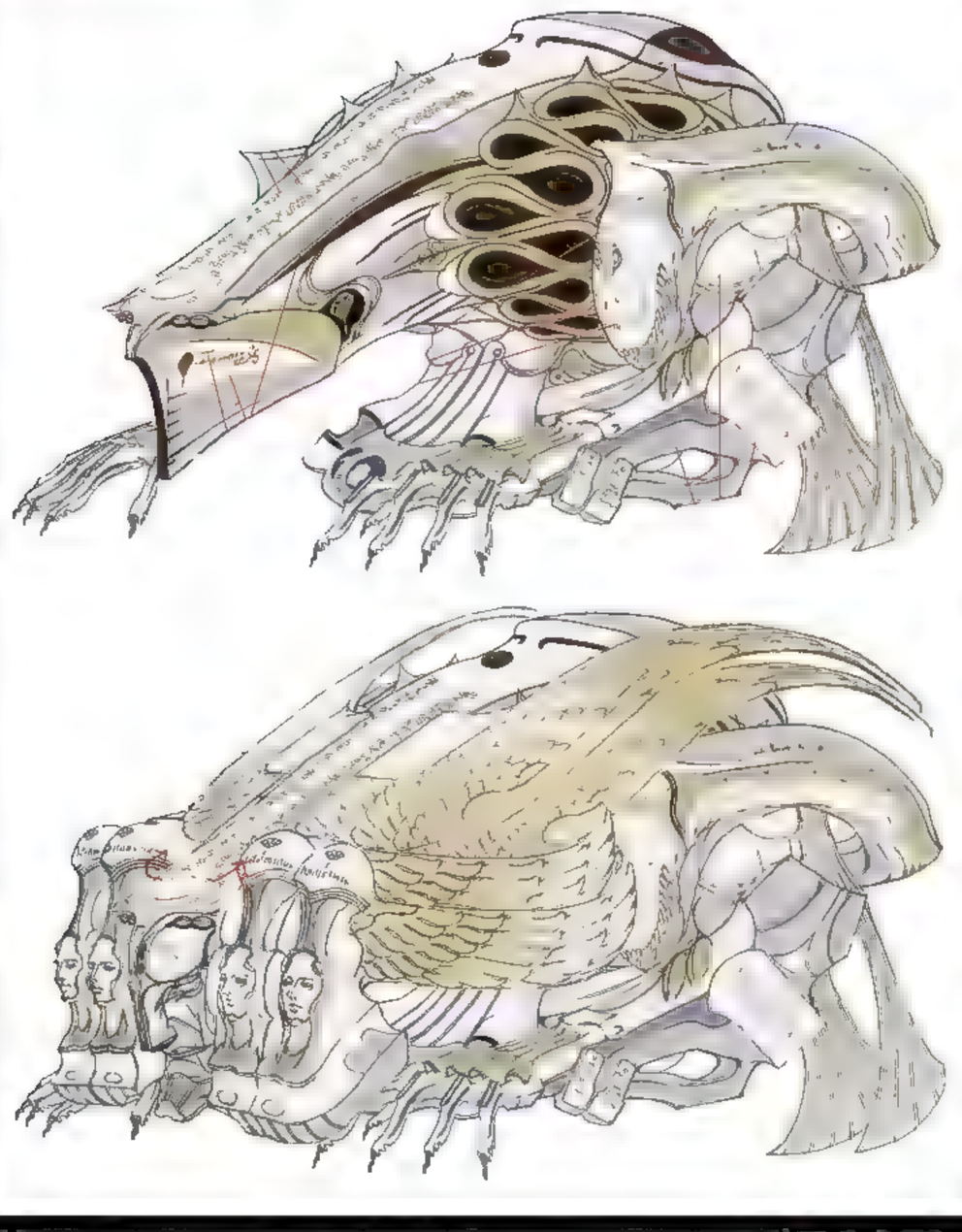
Barthandelus

The leader of Cocoon's fal'Cie and the true identity of Primarch Dysley. He guides Cocoon toward destruction in a plan to sacrifice its citizens, and open the door to the afterlife and call forth the gods.

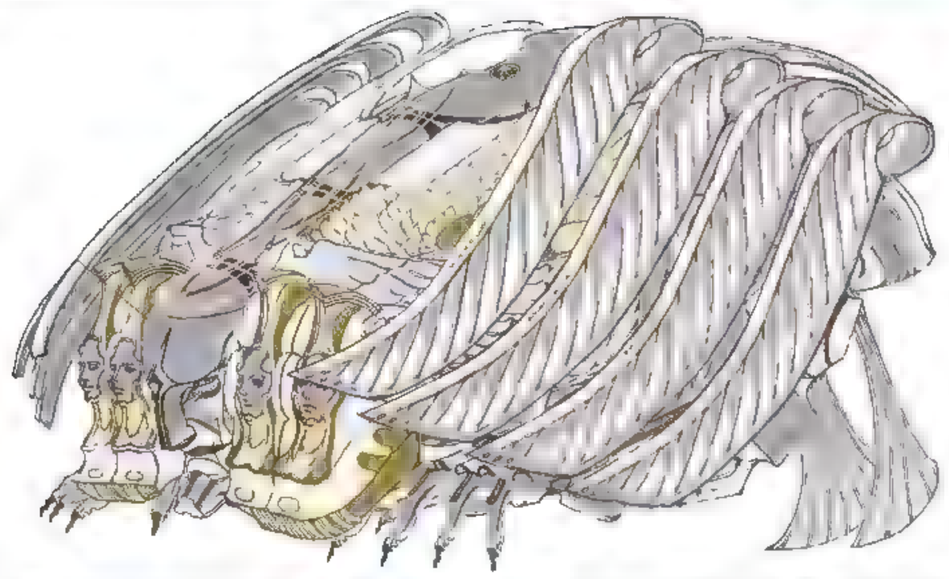


▶ First Battle

▶ Second Battle



▶ Third Battle



Orphan 01

Orphan (First Form)
Monolith

- Blue-purple: crystal
- Black/light gray/white: marble (gray parts are stone-like)
- Yellow: metal
- Eyes and glowing parts: do not glow, more like glass enclosures with light bulbs inside.

Pitiful wanderer, Ragnarok

Viator elementabilis — O pitiful wanderer
Ragnarok
Tuum fatum sequens — Follow thy destiny
Tuum sanctuarium affligas — And destroy paradise

Viator elementabilis — O miserable traveler
Ragnarok
Tuum fatum sequens — Follow thy destiny
Tuum mundum deleveris — And destroy the world

Viator elementabilis — O woeful vagrant
Ragnarok
Unque fer animae dirimat frontiate proprisse vunt — Turn the souls of the departed into light
Per somnum aeternum nutrim divinum dictus est — And guide the god forever in slumber

Viator elementabilis (repeats)
Ragnarok
Tuum fatum sequens
Tuum sanctuarium affligas

ORPHAN DETAILS 01

- Wing fringes
- Wing
- Back full view
- Side
- Head top pattern
- Body detail

▶ First Form

Orphan

The fal'Cie born when Cocoon was created to act as an energy source. After its birth, it sleeps while dreaming of the day Cocoon and itself are destroyed. The song of Ragnarok that Barthandelus sang while disguised as Serah in Oerba is engraved on its body in Cocoon script.

Memorable Feature

Orphan Breaking the Chain

Most attacks won't work on Orphan's final form. You need to stagger the fal'Cie to attack it in earnest, but if you take too long it will use Temporal Hollow to reset its chain bonus. How many valiant heroes ground their teeth in frustration when Temporal Hollow occurred before a successful stagger?



▶ Final Form

Orphan 02

Orphan (Final Form)
Liquid silver defense

- Proposal for quicksilver attack from behind
- Index finger extends to stab
- Smashes
- Scream (staggers)
- Incants magic
- Stare (crystallizes)
- Thick laser beam
- Facial

Normal ①
Normal ②
Damage Emphasis
Attack Emphasis

Orphan 03

Orphan (Final Form/Body)
Defenseless form

Light rings come back when it returns to a sphere.
All the white parts are crystal.

Viator elementabilis Ragnarok
Pitiful wanderer Ragnarok

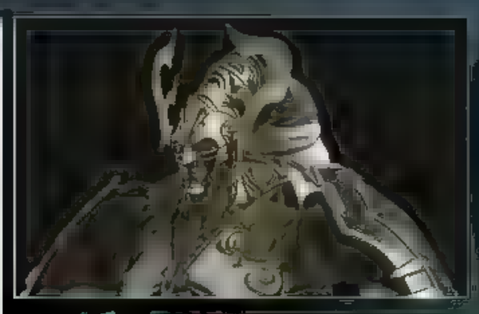
- Hole section (Lindzel emblem engraving)
- Wings (back side)

Only these parts are marble
Eyes are crystal
Crystal

▶ Final Form Staggered

EIDOLONS





Odin

The knight that accompanies Lightning. Specializing in attacks with sword and lightning, it transforms into a white horse in Gestalt mode and entrusts its blade to Lightning.

summon
Odin
オーディン

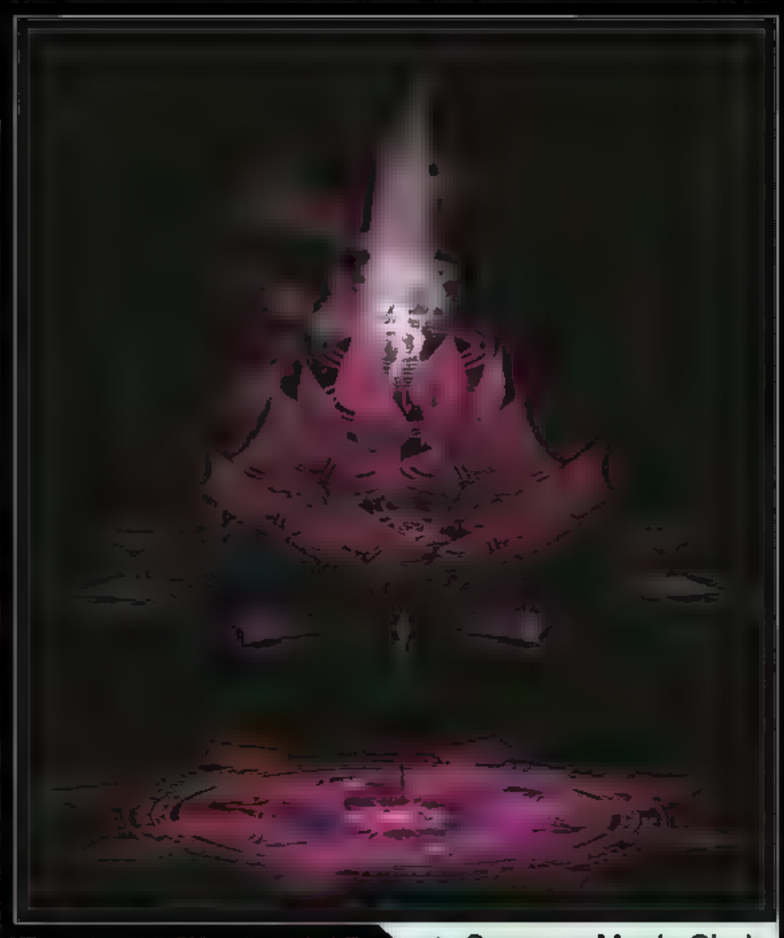
✣ Note: Etro script is Latin.

An eidolon that personifies the edict "power to protect others" which Lightning abandoned when she lost Serah. He represents Lightning's conscience. Ironically, he shares the same missing part of his cape as Lightning. The cape is stored inside of him in Gestalt mode.

✣ Note: In horse mode, perhaps Lightning gets a full white cape that sparkles in the light?

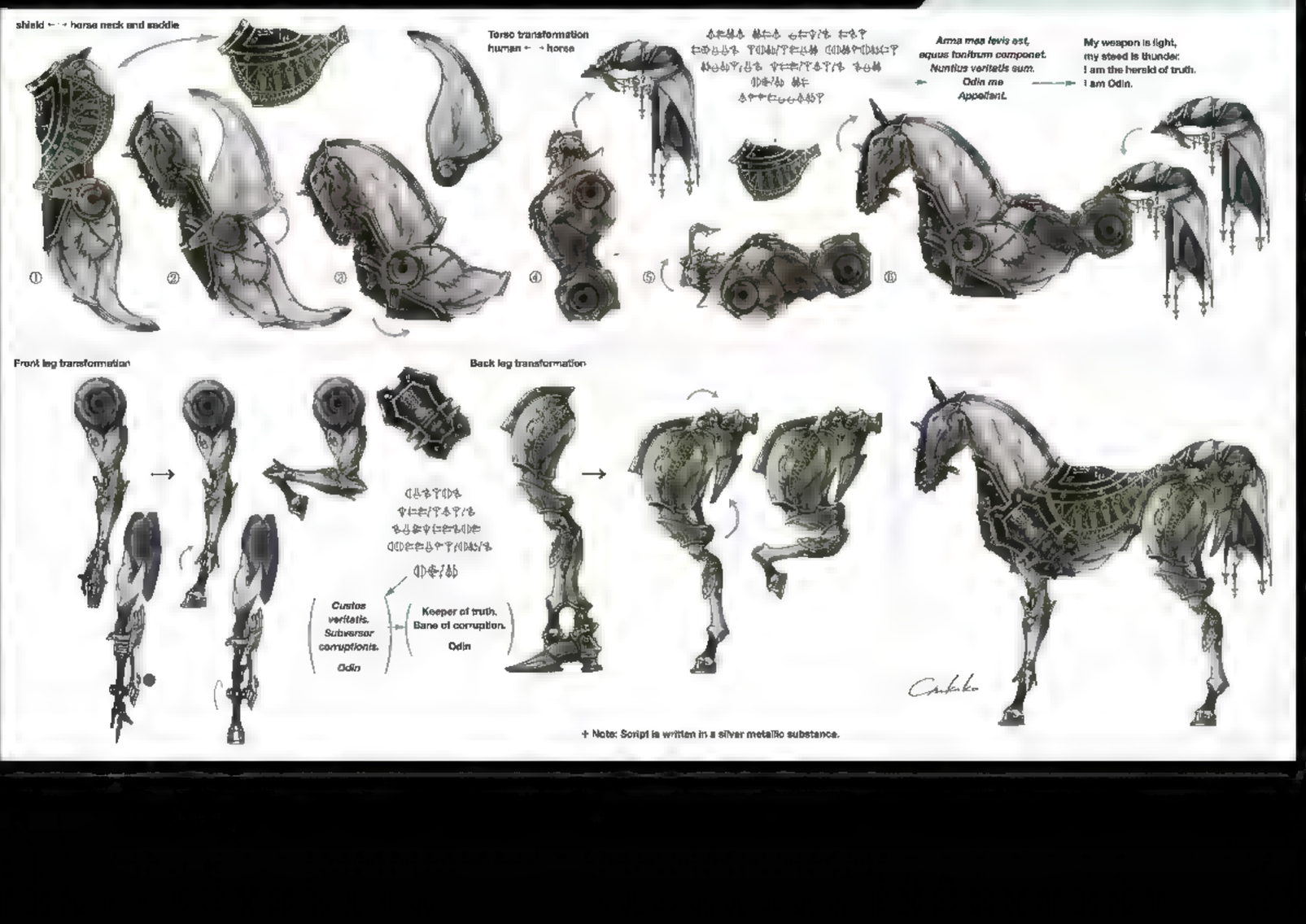


▶ Normal Mode Model Sheet



▶ Summon Magic Circle

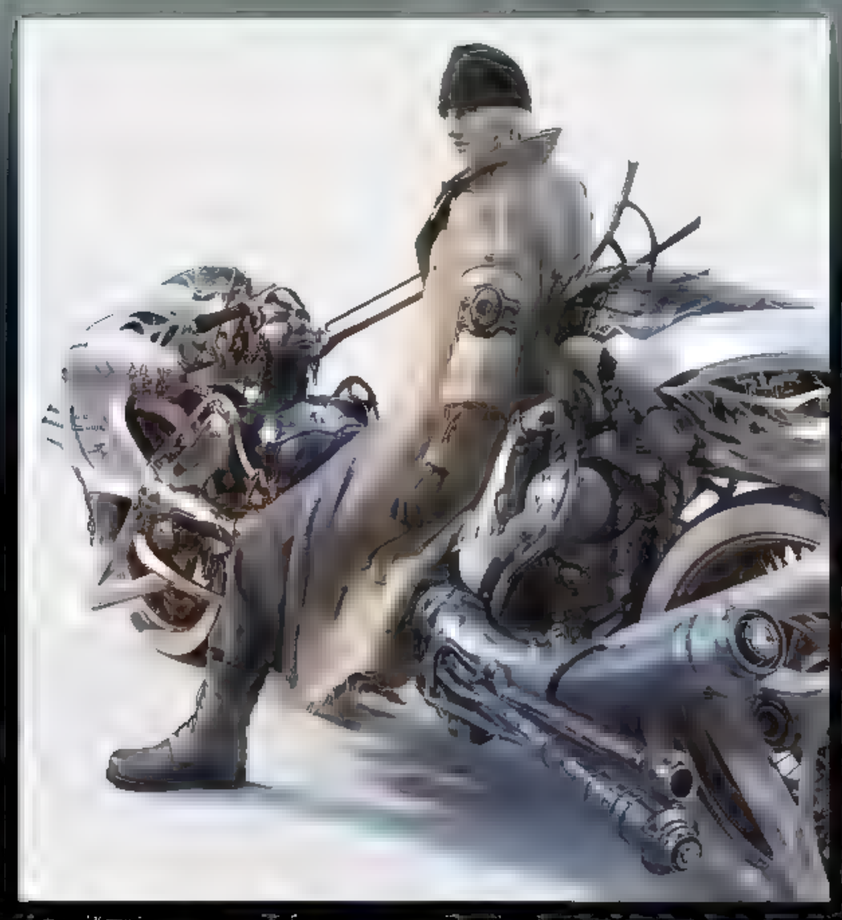
▶ Gestalt Mode Model Sheet



✣ Note: Script is written in a silver metallic substance.

▶ Summoning Cutscene Storyboard by the Late Yoshinori Kanada





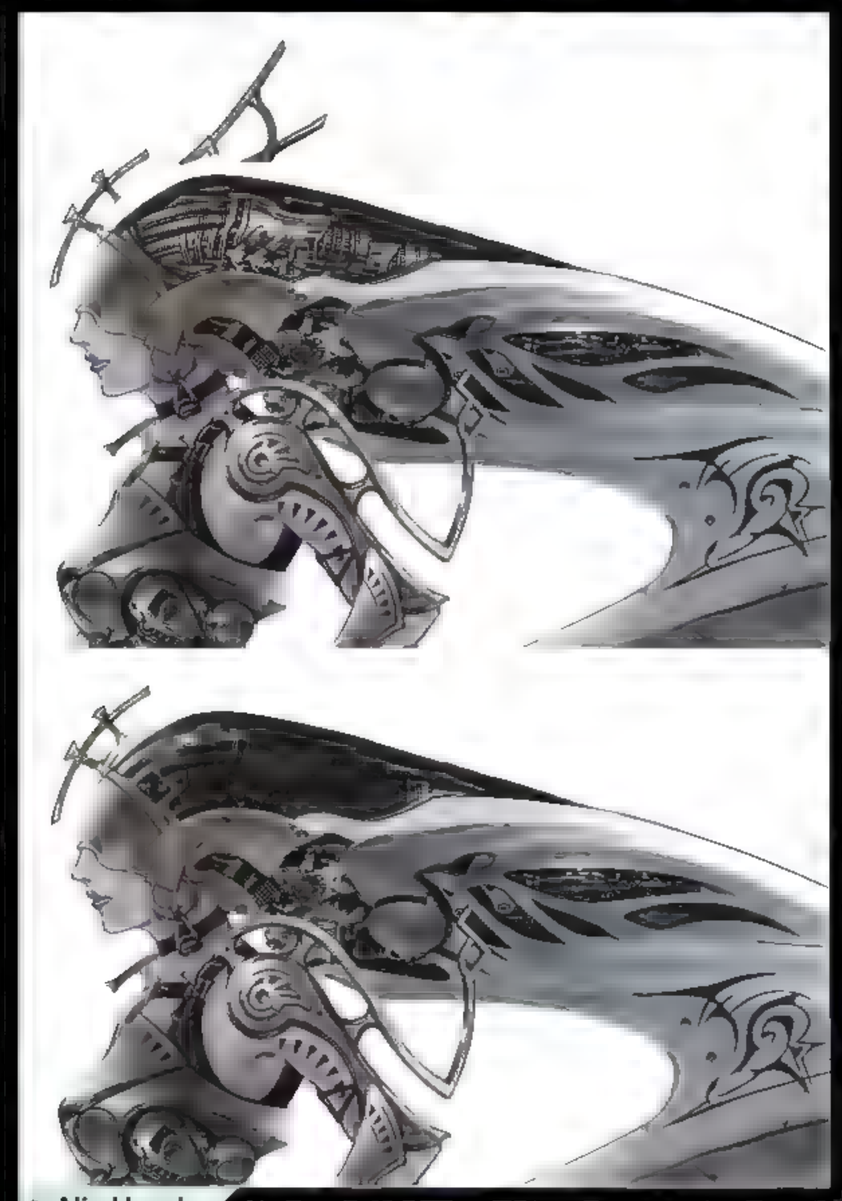


Shiva

Sisters with control over the cold. The elder sister Stiria and the younger Nix move independently to assist Snow in battle. In Gestalt mode, the two merge into a large motorbike.

▶ Normal Mode Model Sheet

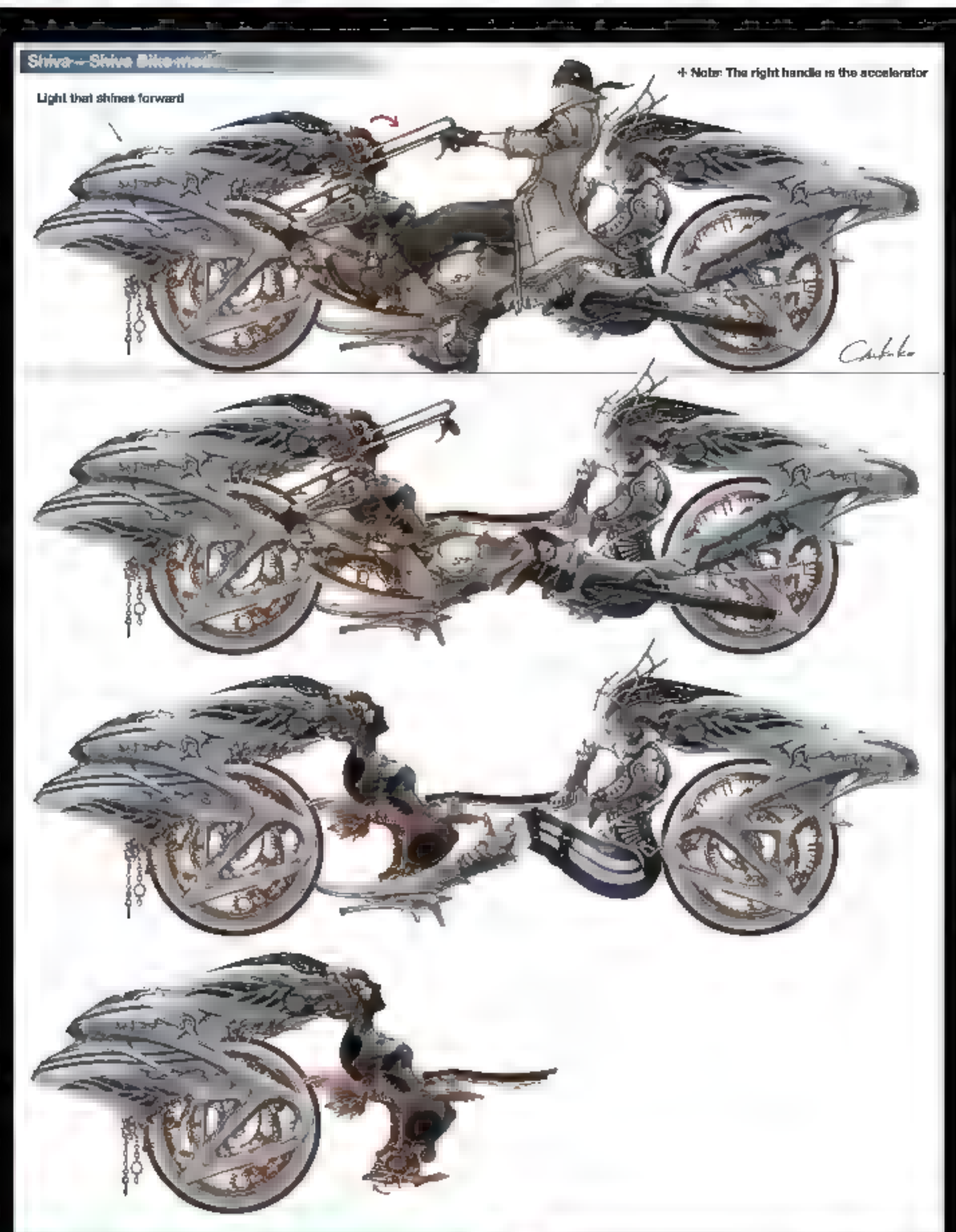




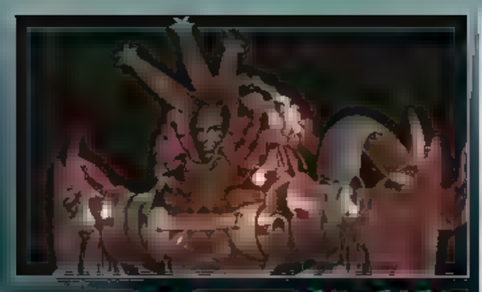
▶ Nix Head

▶ Summon Magic Circle





▶ Gestalt Mode Model Sheet

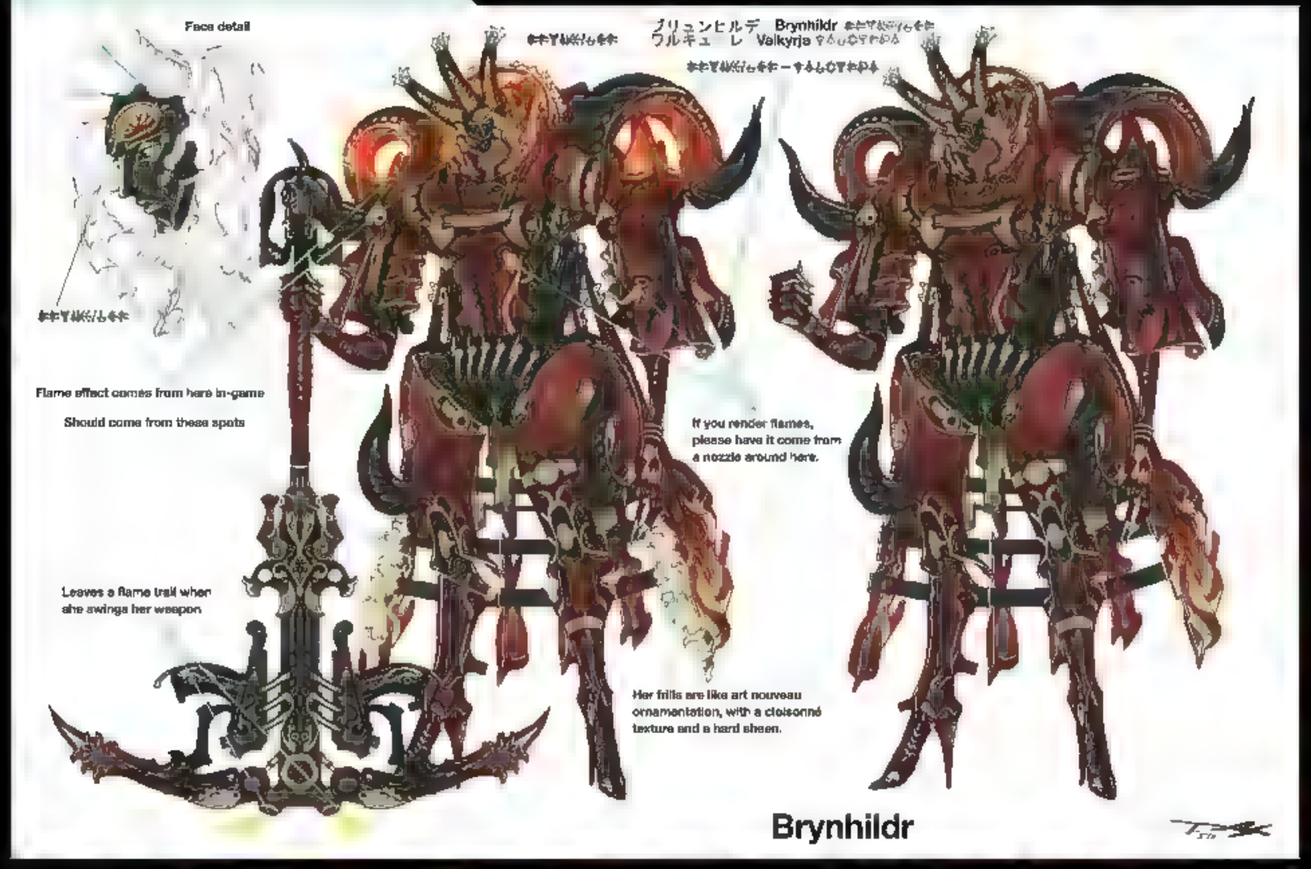


Brynhildr

Sazh's eidolon that fights with a weapon that can become a sickle or a gun. In Gestalt mode, it transforms into a vehicle equipped with explosives and escort drones.



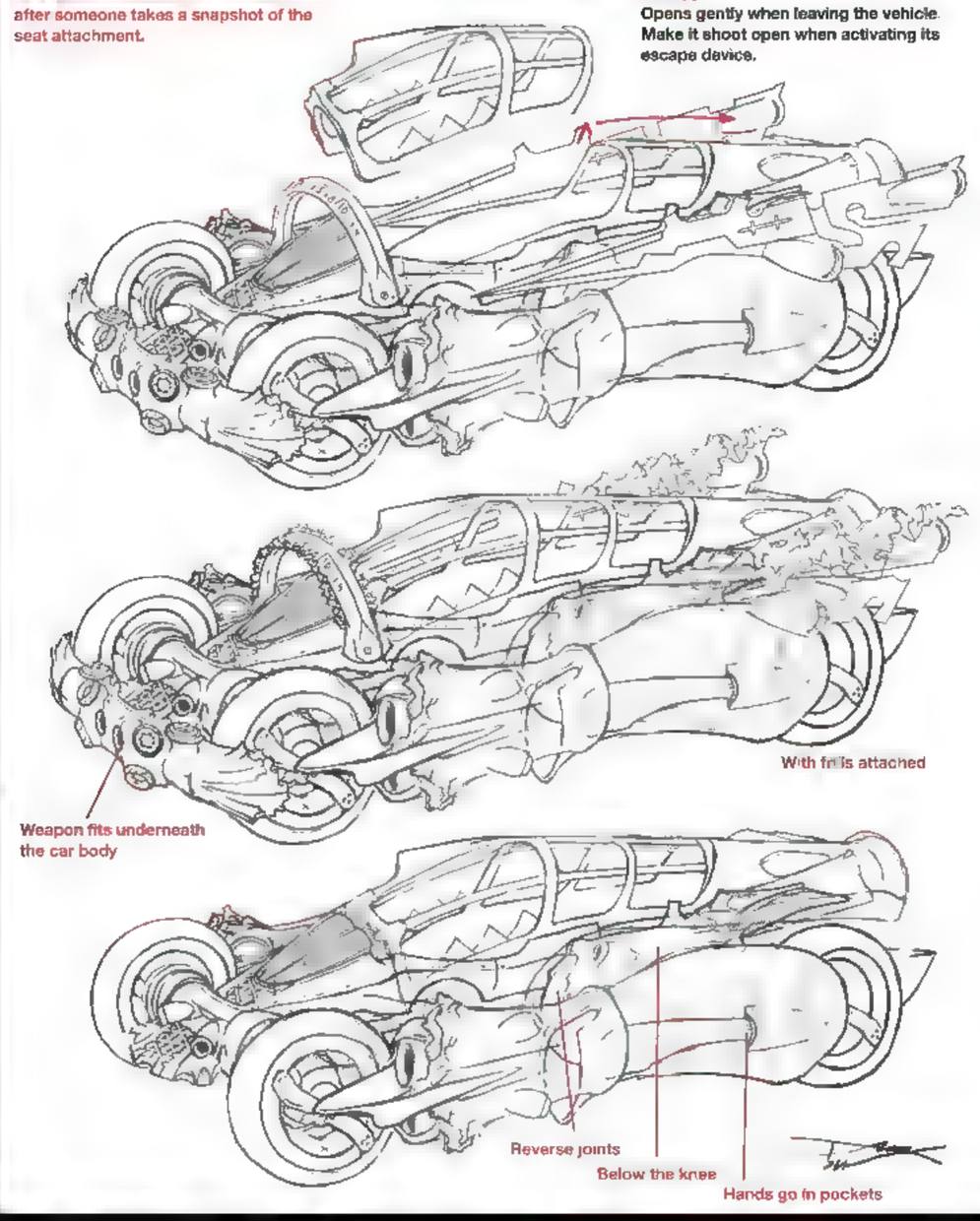
Normal Mode Model Sheet

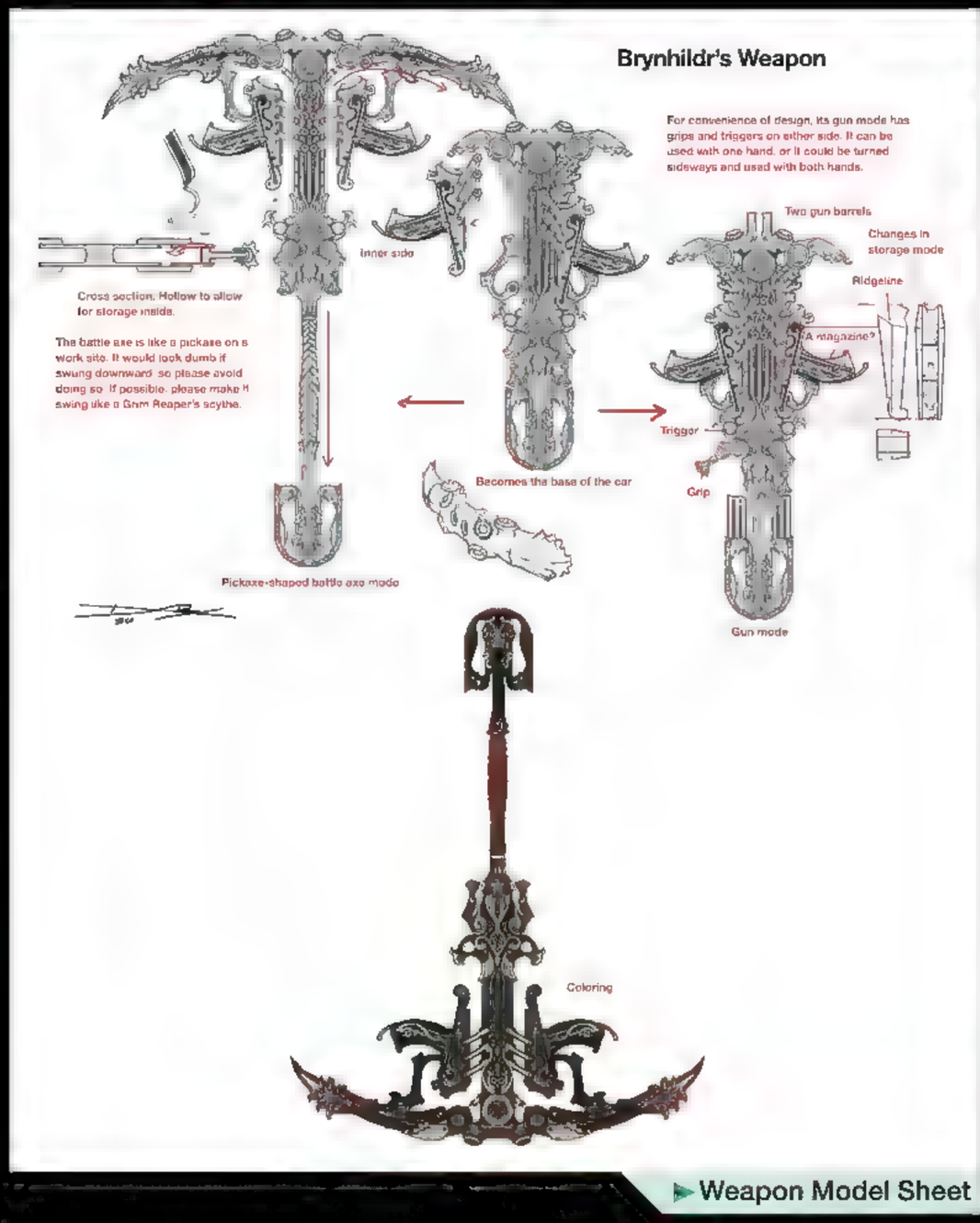




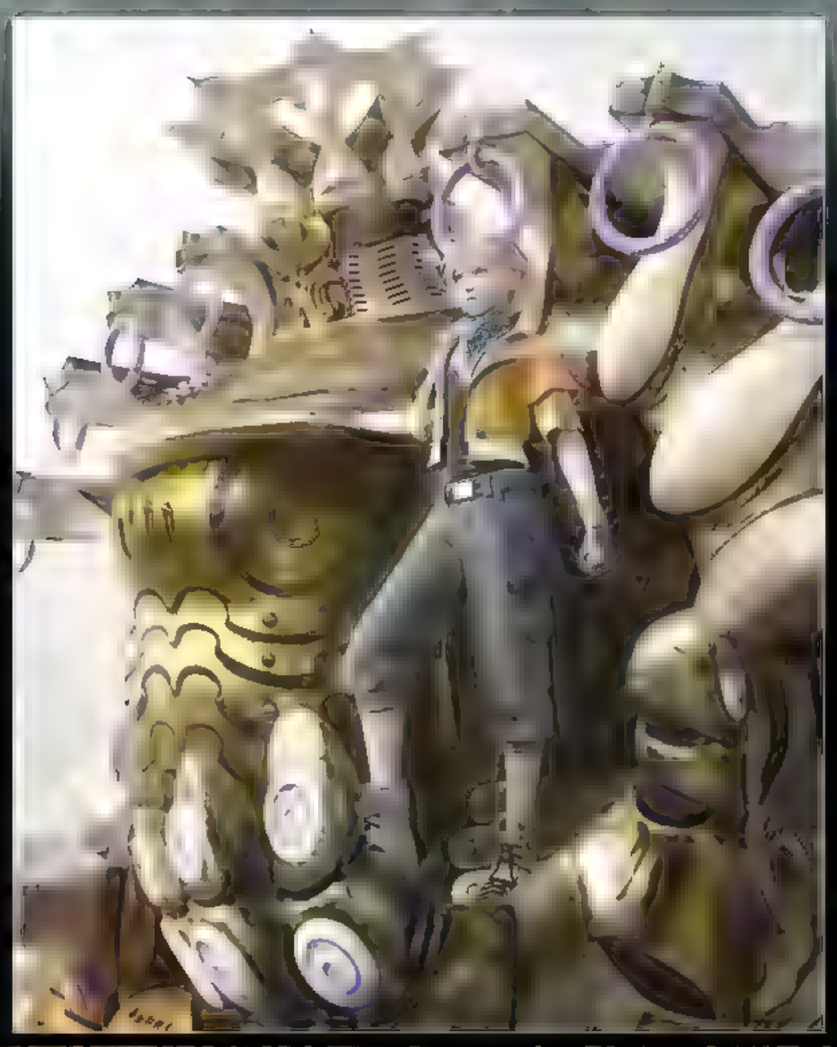
Summon Magic Circle

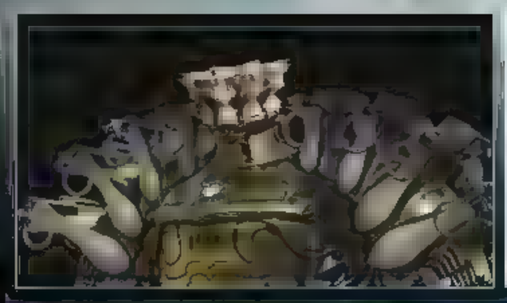
Gestalt Mode Model Sheet





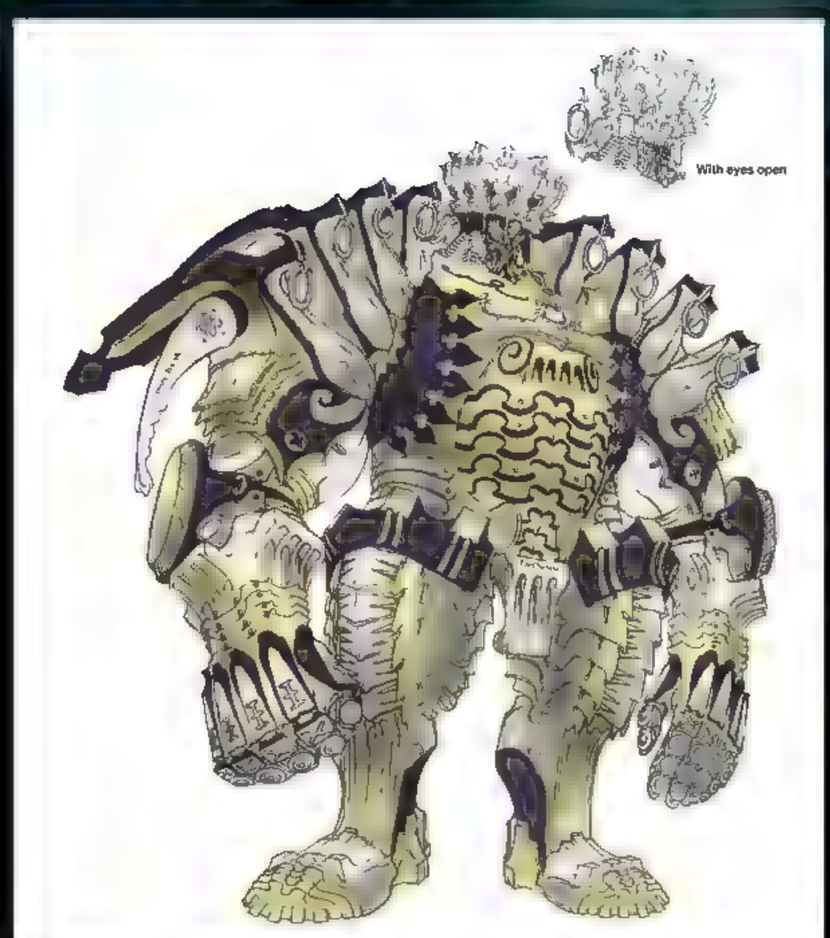
Weapon Model Sheet





Alexander

A giant that uses its robust frame to protect its summoner, Hope. In its Gestalt mode, it merges with six batteries to the left and right, combining into a single rampart.



▶ Normal Mode Model Sheet



▶ Sketch for CG

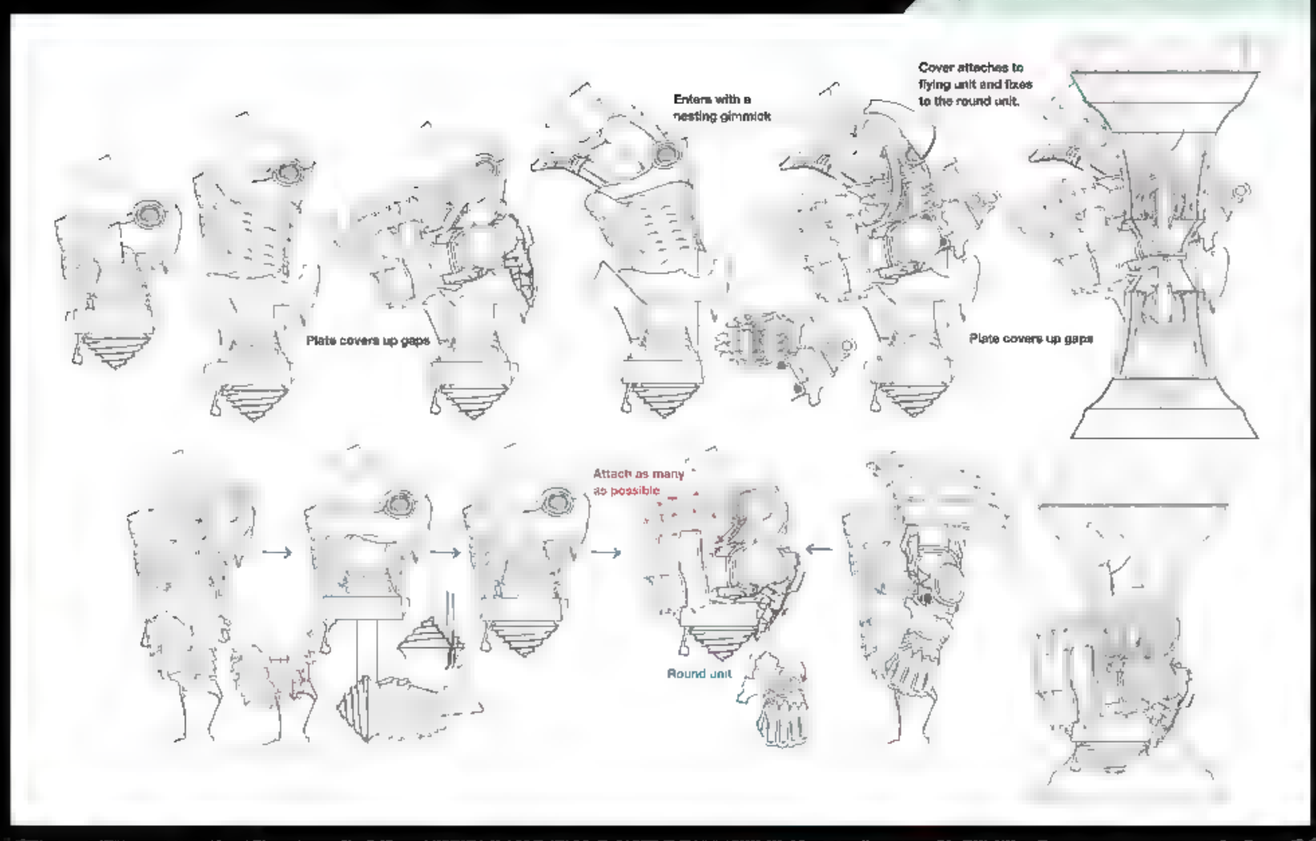
▶ Gestalt Mode Model Sheet

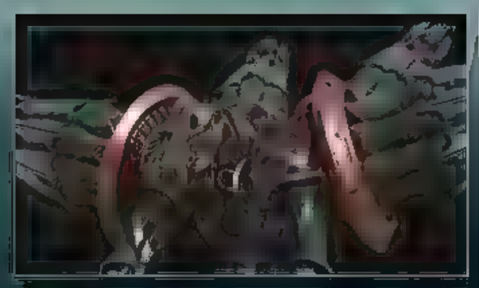


▶ Summon Magic Circle



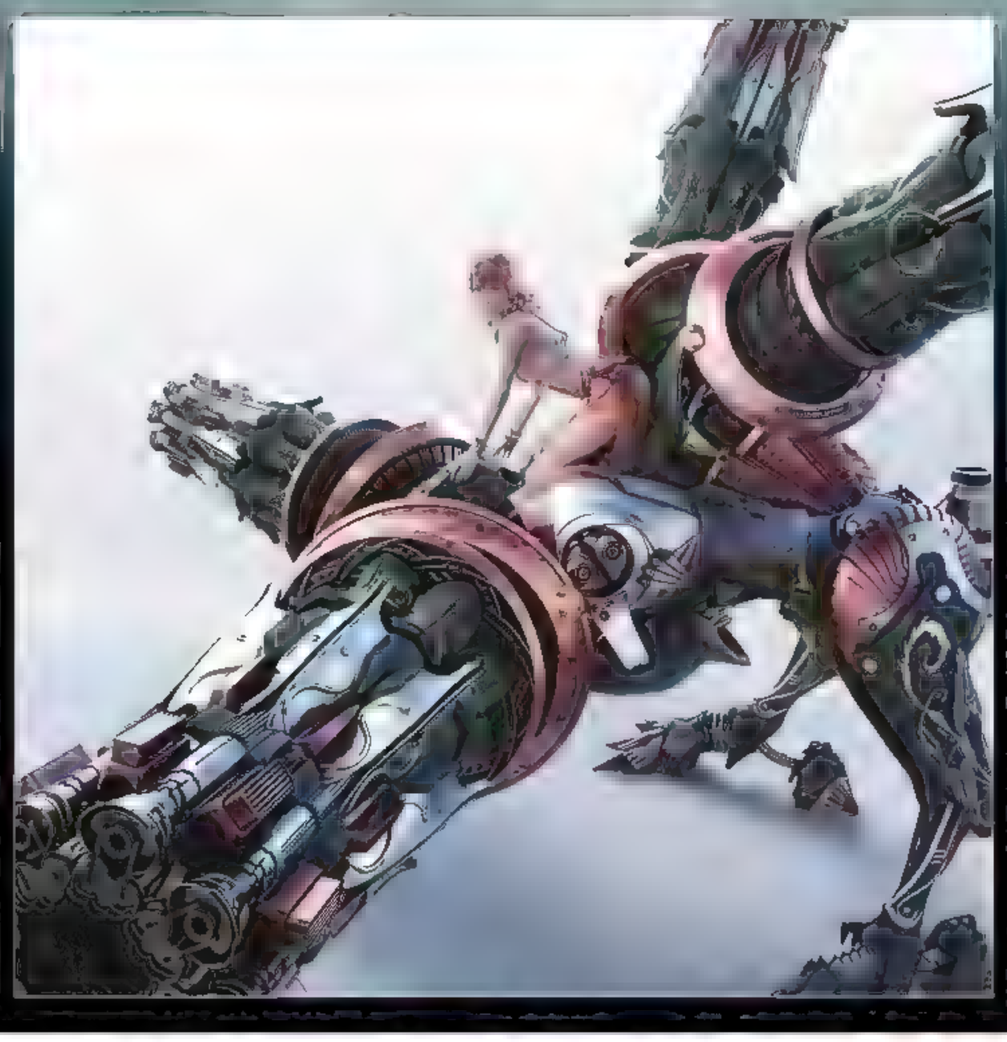
▶ Transformation Details



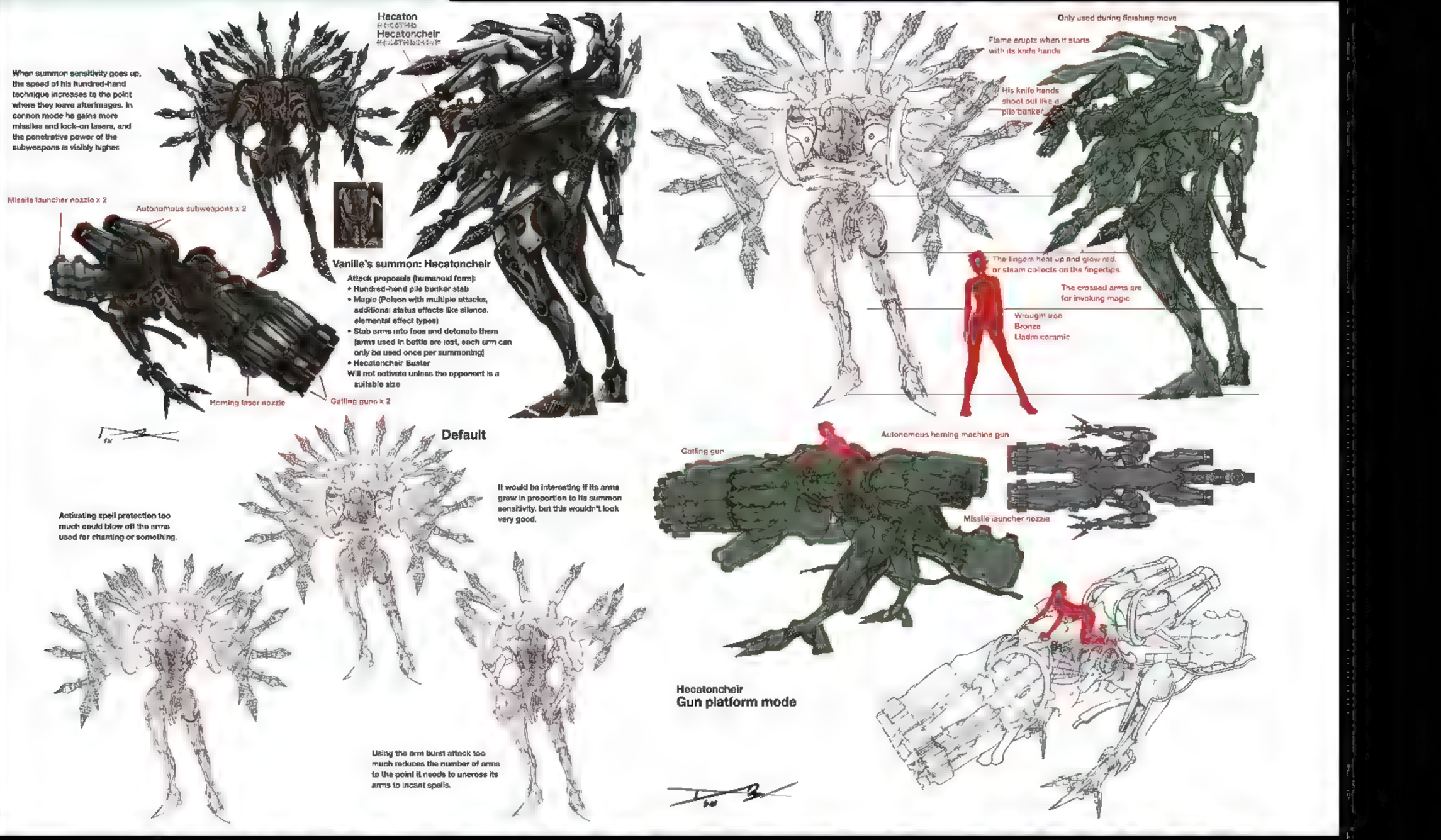


Hecatoncheir

A demon that can sprout a countless number of arms at will. This eidolon belongs to Vanille, who rides atop it when it transforms into a bipedal gun platform in its Gestalt mode.



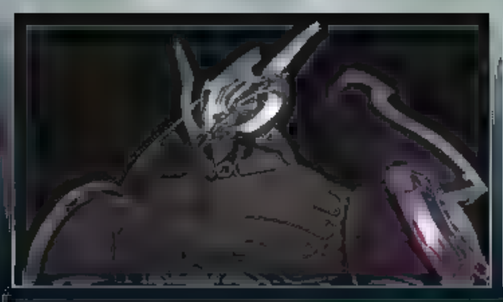
Normal Mode and Gestalt Mode Model Sheets



Control Panel

Summon Magic Circle





Bahamut

An eidolon with the appearance of a dragon. It appears to answer Fang's call and usually fights in a humanoid form. In Gestalt mode it transforms into a wyvern and takes to the skies.

Normal Mode Model Sheet





Sketch for CG

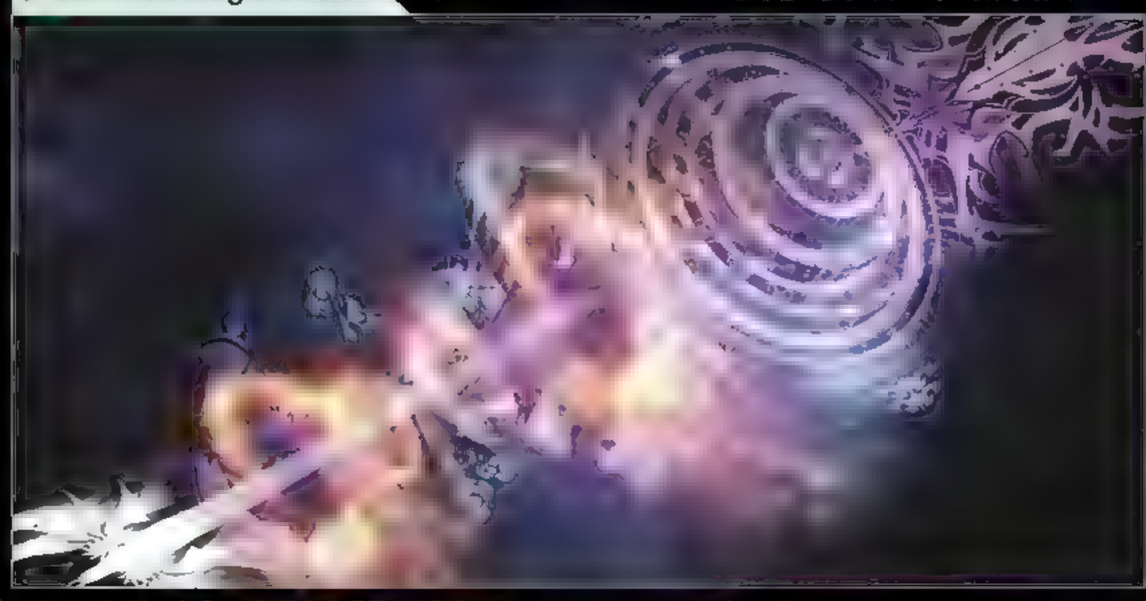


Details



Gestalt Mode Model Sheet

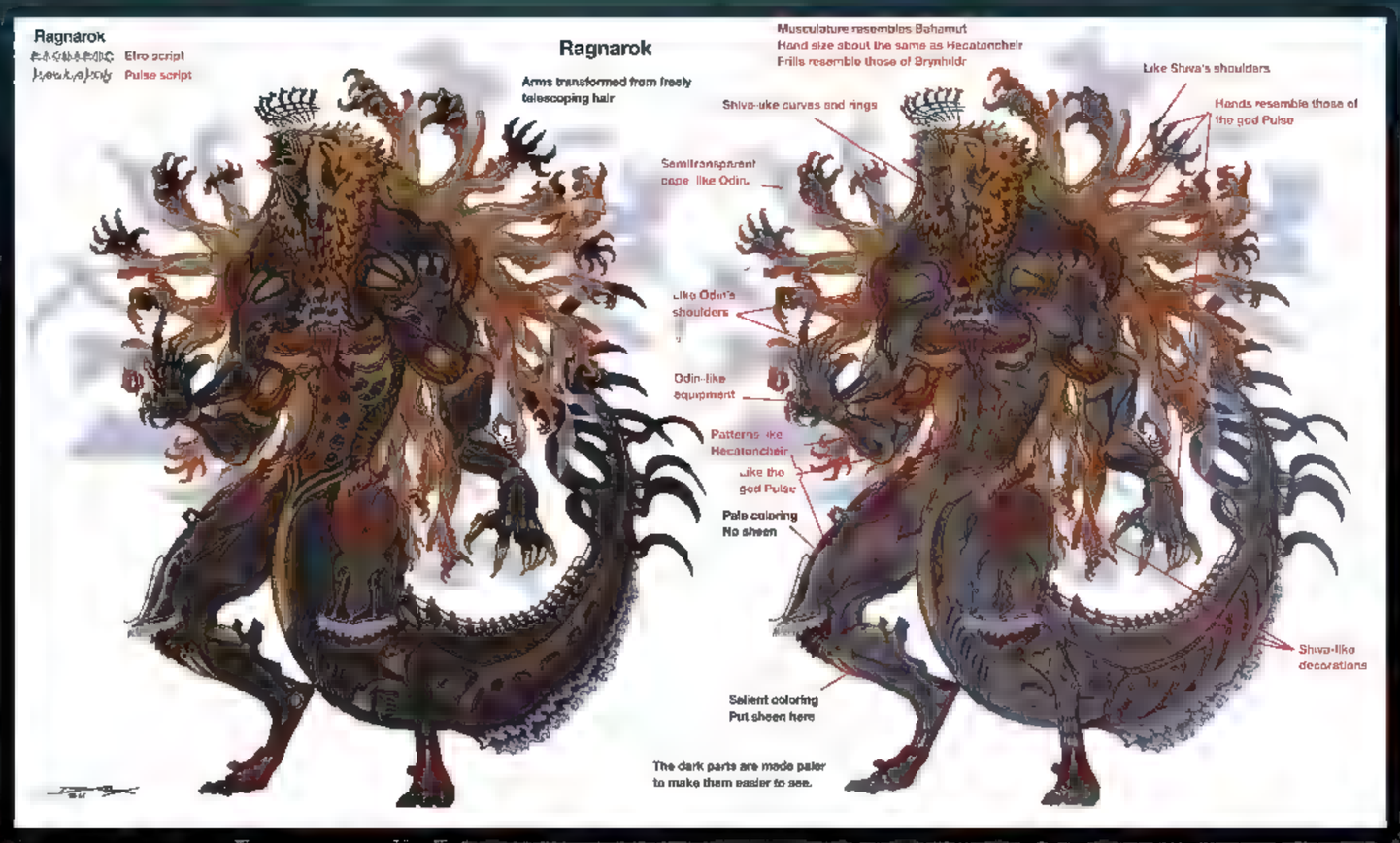
Summon Magic Circle



LEGENDARY BEINGS

Ragnarok

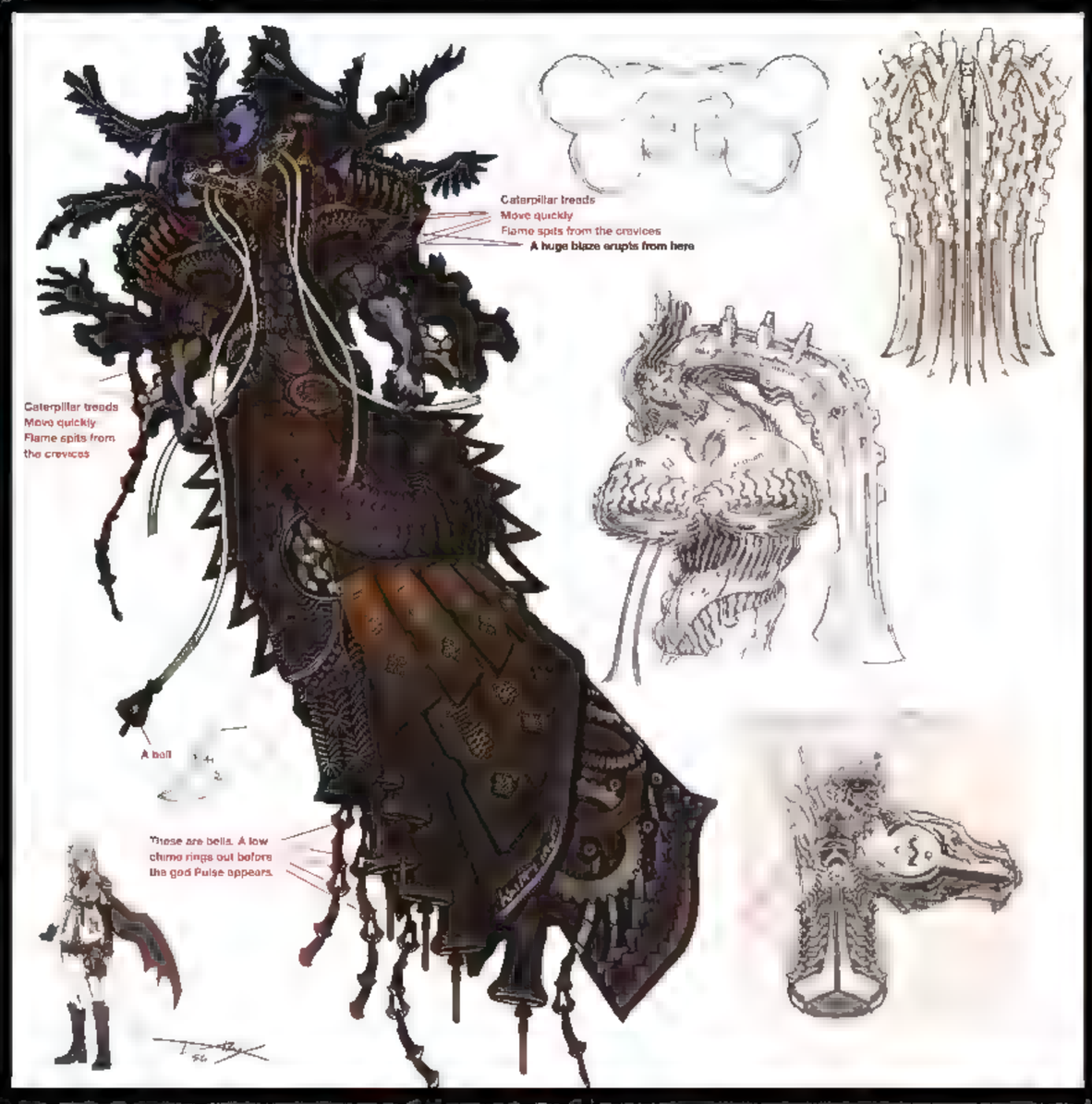
The beast foretold to destroy Cocoon. Design elements resembling the Pulse gods and various eidolons can be seen all over its body.





Fang as Ragnarok

Fang's appearance when she transforms into Ragnarok during the final battle. This is an incomplete transformation, something between human and Ragnarok with traces of Fang's human appearance.



The Maker

The god who created Gran Pulse. The idea of the bells under its body ringing before it appears is actually utilized in the scene where it brands the heroes as l'Cie.

CLOTHING DESIGNS

Eden Grand Prix Race

【RACE QUEEN A】

Because the event marked the founding of the city, the race queen was given a more dignified image akin to Joan of Arc, or Marianne of the French Revolution, as opposed to that of some cute campaign girl. Please give her cool poses and expressions to prevent her from looking too coquettish.

FRONT

BACK

■ Primary colors like blue, red, and yellow evoke the image of a speeder, contrasting the notes of Eden white and transparent material like vinyl and holograms.

IMAGE

▲ The holographic parasol was changed to a flag. Detail on the holo-flag to be uploaded at a later date.

▶ Race Queen

The Guardian Corps

【GUARDIAN CORPS PETTY OFFICER (GOVERNMENT TYPE MALE)】

This so-called "Cocoon policeman" acts as a mediator between Lightning and the government soldiers. Government subcharacters like Amodar and Rygdea will be made with this clothing arrangement.

■ All the blue-black parts on the belt, holster, and hat are dyed leather. <✣1>

■ Metal eyelets

■ Leather belt <✣2>

■ A pattern of three crater-shaped depressions is stamped on either side (not holes). Same radius as the eyelets

■ This is a comparatively sheer and glossy vinyl-like material. It has a sheen but does not glow. <✣3>

■ <✣5>

■ <✣3>

【BACK】

■ The holster lining is made of brown suede.

■ The pale beige <✣4>, deep beige <✣5> and yellow <✣6> parts are dyed versions of the same material. The jacket is fundamentally composed of these three colors.

The Guardian Corps

【GUARDIAN CORPS PETTY OFFICER (GOVERNMENT TYPE/FEMALE)】

Like Lightning, she is a commanding officer of the Guardian Corps.

■ The pale beige <✣1> and deep beige <✣2> parts are the same material. The one-piece is basically composed of these two colors.

■ Leather belt <✣3>

■ Pocket on the left hip

■ <✣2>

【BACK】

■ <✣4>

■ <✣3>

▶ Guardian Corps Petty Officer

PSICOM Petty Officer

■ The lapel badge design is exclusive to military management and omits the shoulder decoration seen in the badges of Rosch and Nabaat. Like Rosch, the male officer pins his badge to his right breast.

■ The pale parts do not glow. This is just a gradation of the inner bright part to the outer dark part. A thick and stiff leather-like material is sewn into the cloth.

■ The texture of the jacket center (the bright gray part from the collar to the waist) is the same as that of the chest part of the government soldier uniform.

■ <✣3>

■ The upper belt faces out from the interior of the coat, the lower belt wraps around the entire coat. The material is dark brown cow leather. <✣3>

■ The hems have a metallic sheen, more like hard bias tape than cloth, that maintains its shape (could also be a flexible futuristic metal). The sheen (reflection strength) is weaker than that of Rosch or Nabaat's clothes, their texture not straying too far from the black cloth parts around them. Still, the bright silver color and the thickness of these parts make them stand out. <✣2>

■ Thin belt for horse-riding parts

■ The shoe material is the same as Rosch's, with a slightly brighter coloring.

■ <✣2>

■ Zipper material is the same as <✣1>.

■ The geometric pattern on the collar. It is composed of uneven cloth.

PSICOM
General Officer
(NPC)
【MILITARY OFFICER (GOVERNMENT TYPE)/MALE】

PSICOM ← ■ The PSICOM emblem is embossed on the left shoulder
Public Security and Intelligence Command (PSICOM official name)
※ Note: The shoulder guards are made of leather.

■ This part glows

■ Rank/station is emblazoned on the blue armband in Cocoon script? (TBD)

■ The metal is basically chrome with a gray tinge. Brighter than the metal on Rosch's uniform. <✣1>

■ <✣2>
■ <✣3>

■ The gloves are the same as Rosch's, or a simpler design. Either is okay. The color is slightly brighter than Rosch's gloves, which are basically all black.

■ Palm material (zoom in)

■ <✣1>

【BACK】
■ <✣2>
■ <✣1>
■ <✣2>

▶ PSICOM Petty Officer

Trial Designs

PSICOM
General Officer
(NPC)
【MILITARY OFFICER (GOVERNMENT TYPE)/FEMALE】

【CHEST ACCESSORY】
■ Platinum <✣3>

■ Has a uniform semitransparent jade-green texture. It has a sheen to it but does not glow.

■ <✣2>

■ Bronze hook

■ This part glows

■ The texture of the jacket center (the bright white-gray part from the collar to the waist) is the same as that of the chest part of the government soldier uniform.

■ The lapel badge design is exclusive to military management and omits the shoulder decoration seen in the badges of Rosch and Nabaat. Like Nabaat, the female officer pins the badge to her left breast.

※ Note: The shoulder guards are made of leather.

PSICOM ← ■ The PSICOM emblem is embossed on the left shoulder
Public Security and Intelligence Command (PSICOM official name)

■ Rank/station is emblazoned on the blue armband in Cocoon script? (TBD)

■ Same composition as Nabaat's jacket, but with hook fasteners (chrome) instead of buttons.

■ Jacket texture is the same as that of the male government military officer, with slightly different coloring.

■ The clothing hems have a slight sheen, more like hard bias tape than cloth, that maintains its shape (could also be a flexible futuristic metal). The sheen (reflection strength) is weaker than that of Rosch or Nabaat's clothes, their texture not straying too far from the black cloth parts around them. Still, the bold bronze color and the thickness of these parts make them stand out. <✣2>

【BACK】
■ <✣2>
■ Same coloring and material roughness as the black parts only
■ <✣2>

■ <✣3>

■ The straight skirt is made of the same lamb leather as Nabaat's.

■ Gloves are made of the same material as Nabaat's. They can be given a simpler design.

■ A white relief-like pattern is emblazoned on the outer leg of one of the stockings. This could be put on both legs, depending on the sheen and finish. This part is thick, like leather coated in enamel.

■ Dark brown stockings

■ Pattern on the outer side only

■ Same material as Nabaat's shoes, but perhaps they should have less sheen on them.

■ The toes are squared off, but not as much as Nabaat's shoes.

▶ Trial Designs

ANIMALS



▶ Chocobo



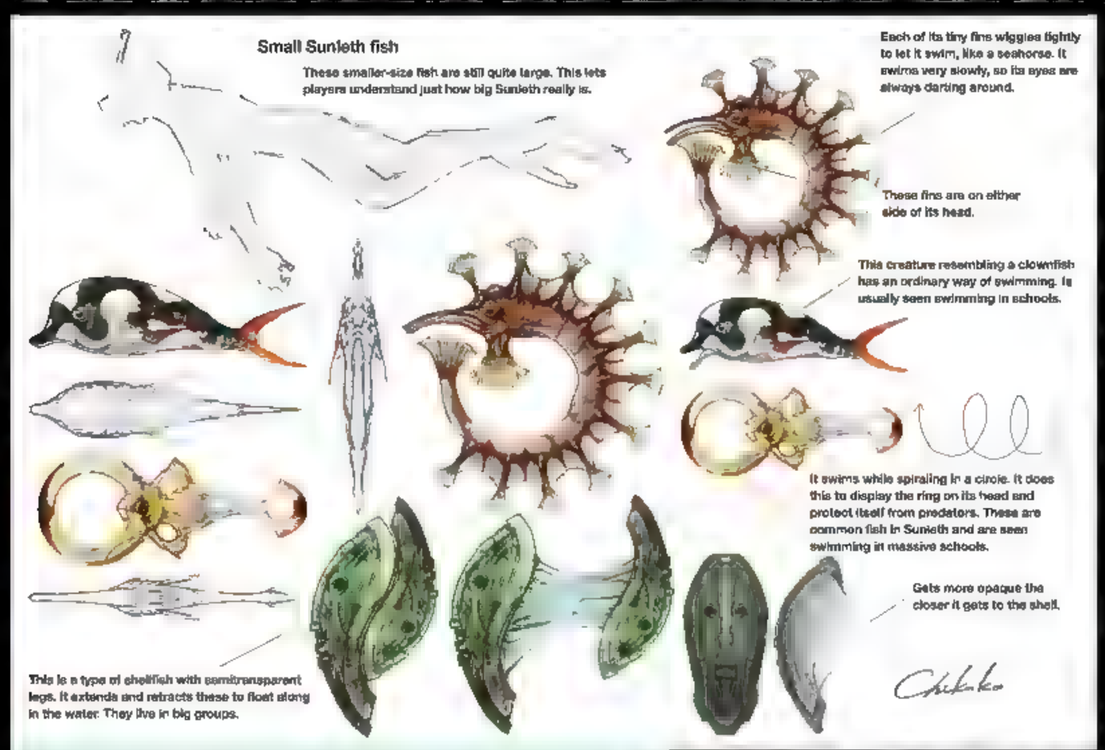
▶ Fluffy Sheep

▶ Dogs, Cats, Seabirds

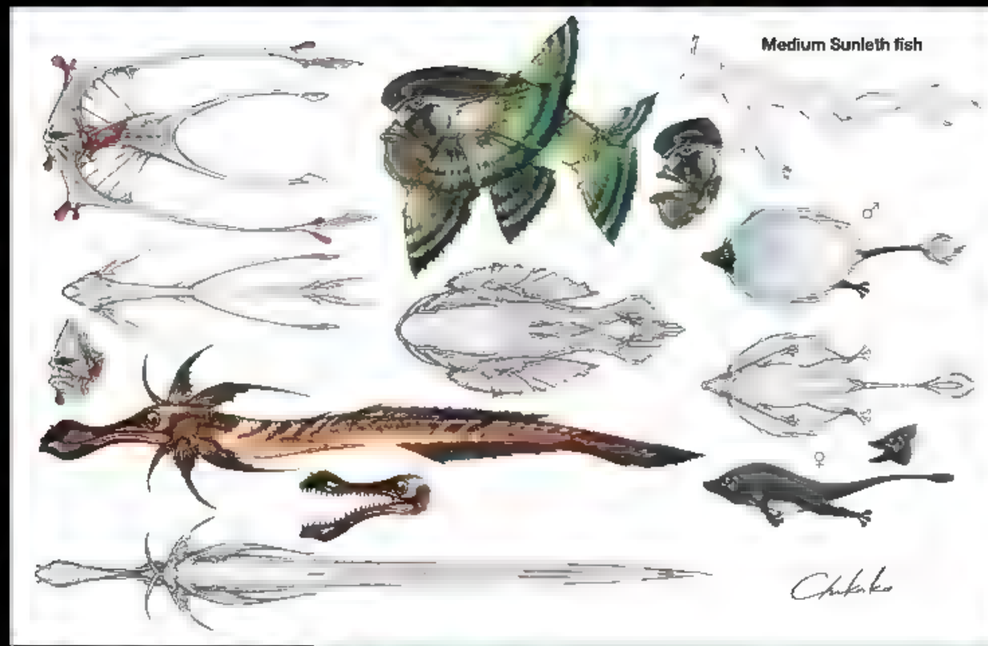


▶ Sunleth Waterscape Fish, Large (Unused)





▶ Sunleth Waterscape Fish, Small (Unused)

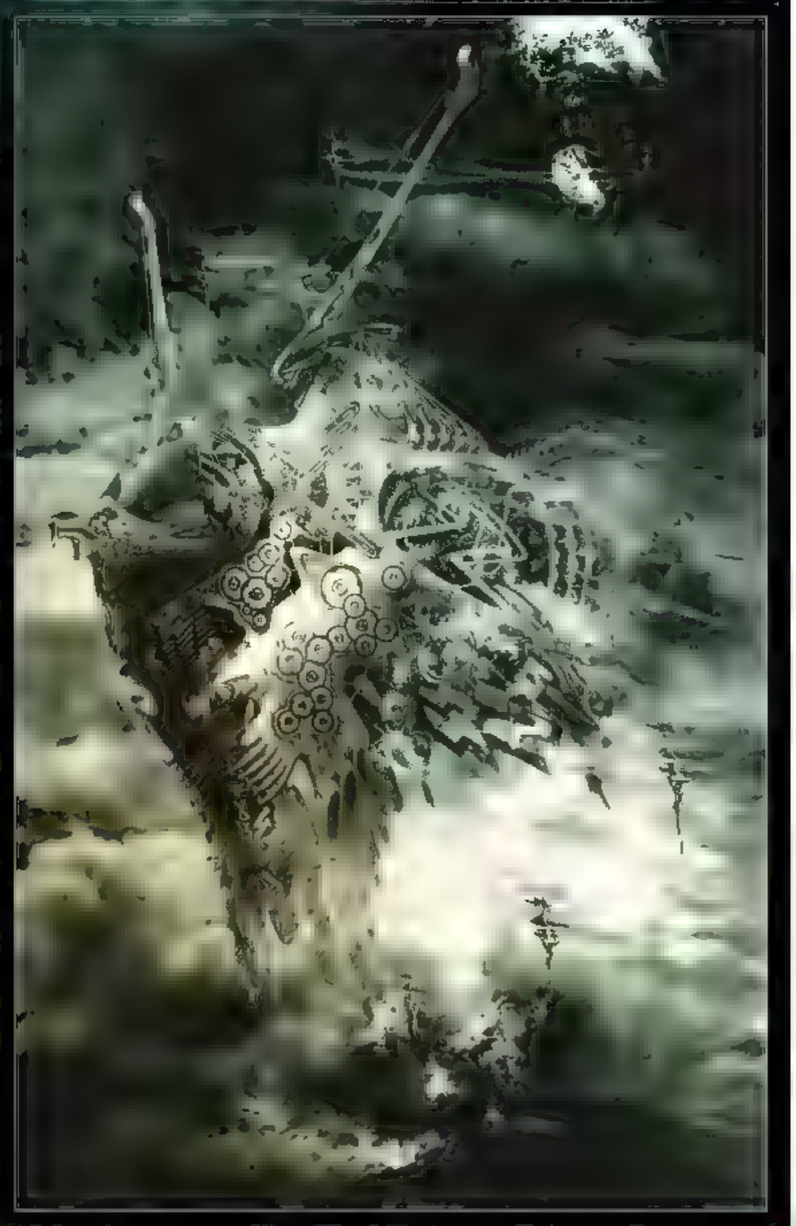


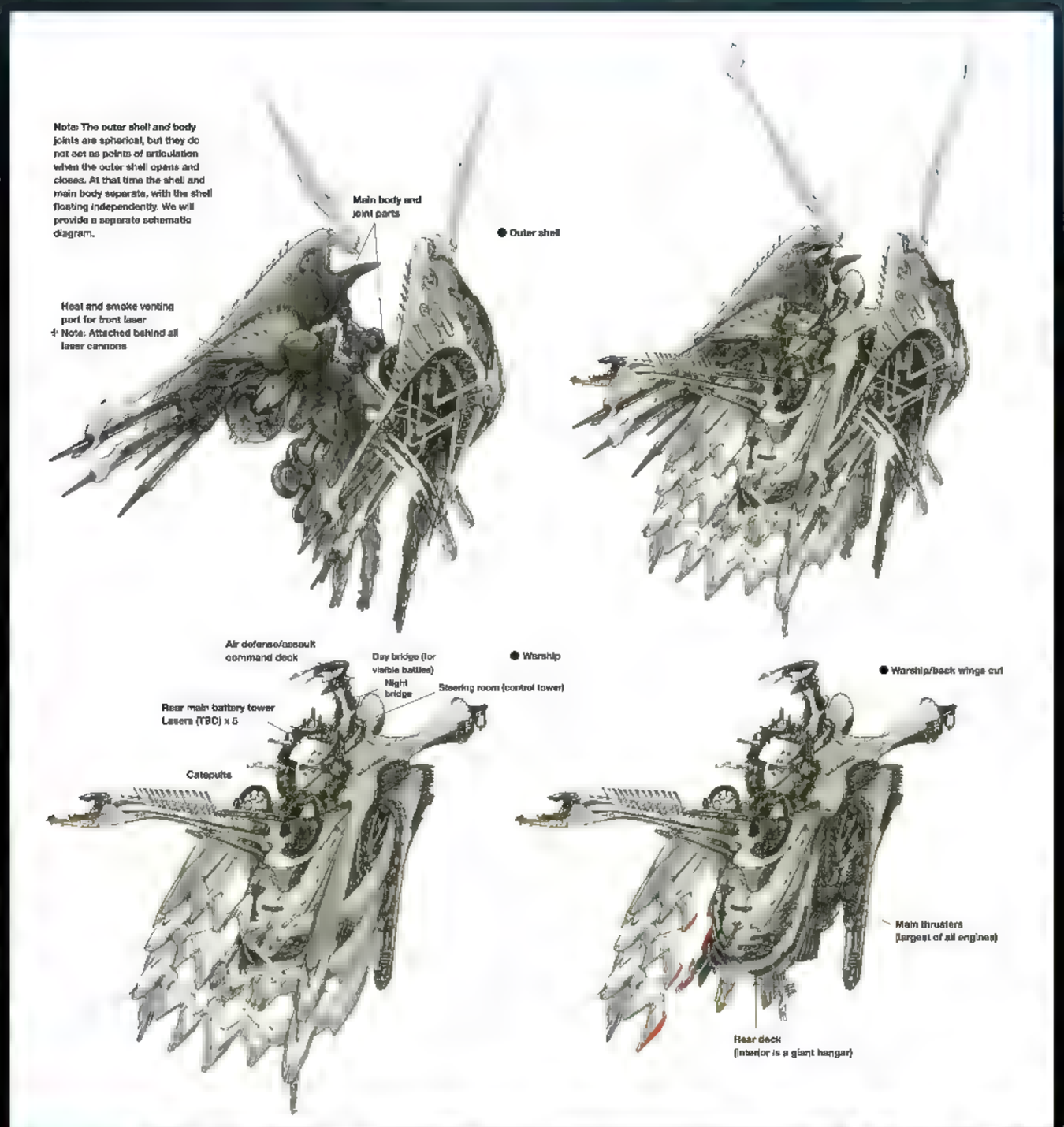
▶ Sunleth Waterscape Fish, Medium (Unused)

VEHICLES

The *Lindblum*

The mother ship of Sanctum's mobile attack force, the Cavalry. The shape of its shell makes it look like a double-headed eagle. The protagonists meet Cid Raines inside this vessel.





▶ Back

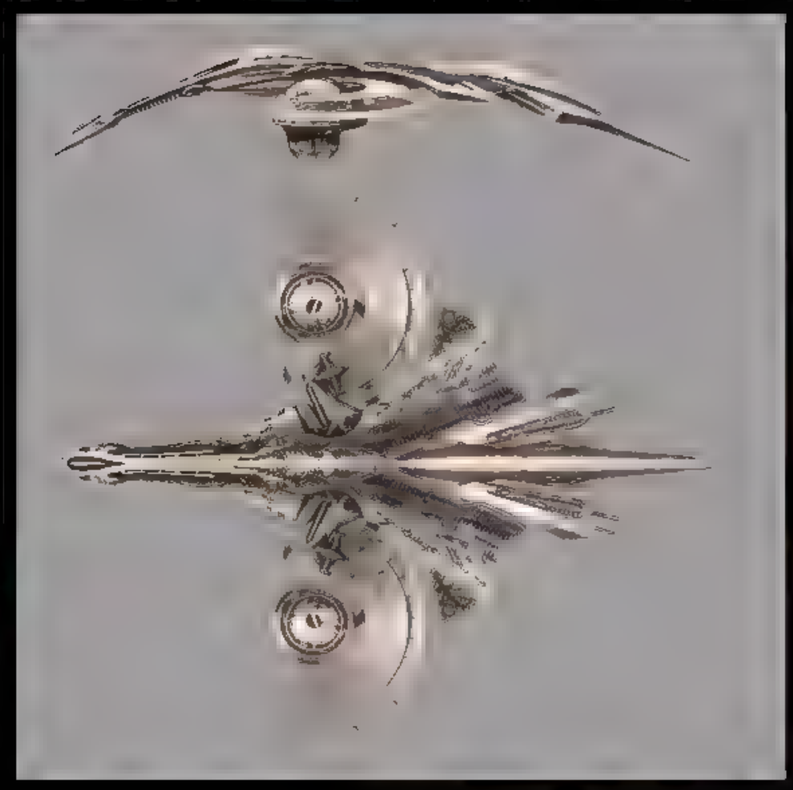




▶ Detached Small Aircraft

Fang Division's Airship

One of several high-speed combat vessels in the Cavalry's possession. Fang rides one of these when she leads the Cavalry to Lake Bresha. The top part can detach for solo flight.



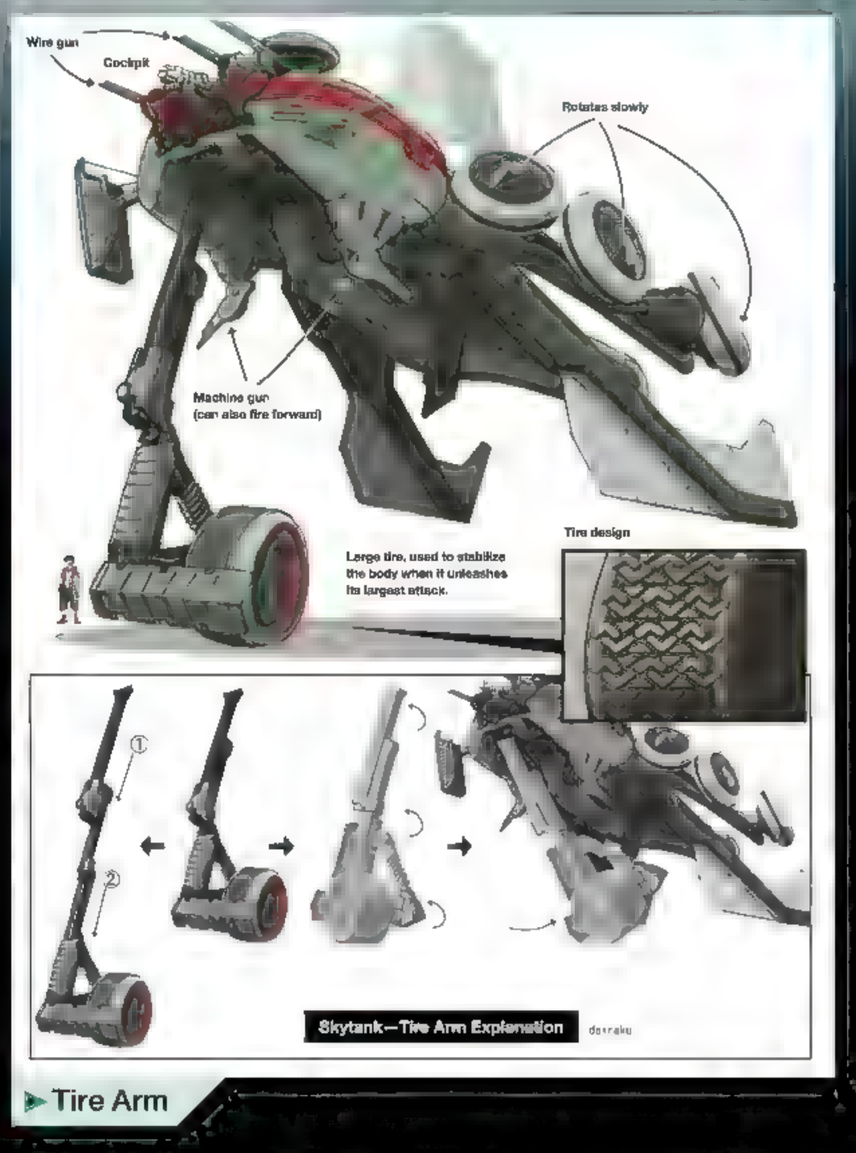
Palamecia

A warship endowed with the best hull and attack power of the entire Sanctum Skyfleet. Engines and a hangar were attached to a fal'Cie body. It shares the same humanoid face as all Cocoon fal'Cie, this one being on the lower center of its fuselage.

Skytank

one of these known as the Havoc Skytank. Known for the rolling [illegible] and wheels on its lower half.





Escape Vessel

Fighter aircraft used by PSICOM and other military forces. Lightning and the other protagonists use these three times to escape: once at Lake Bresha and on two other occasions when the fal'Cie Menrva transforms into one.

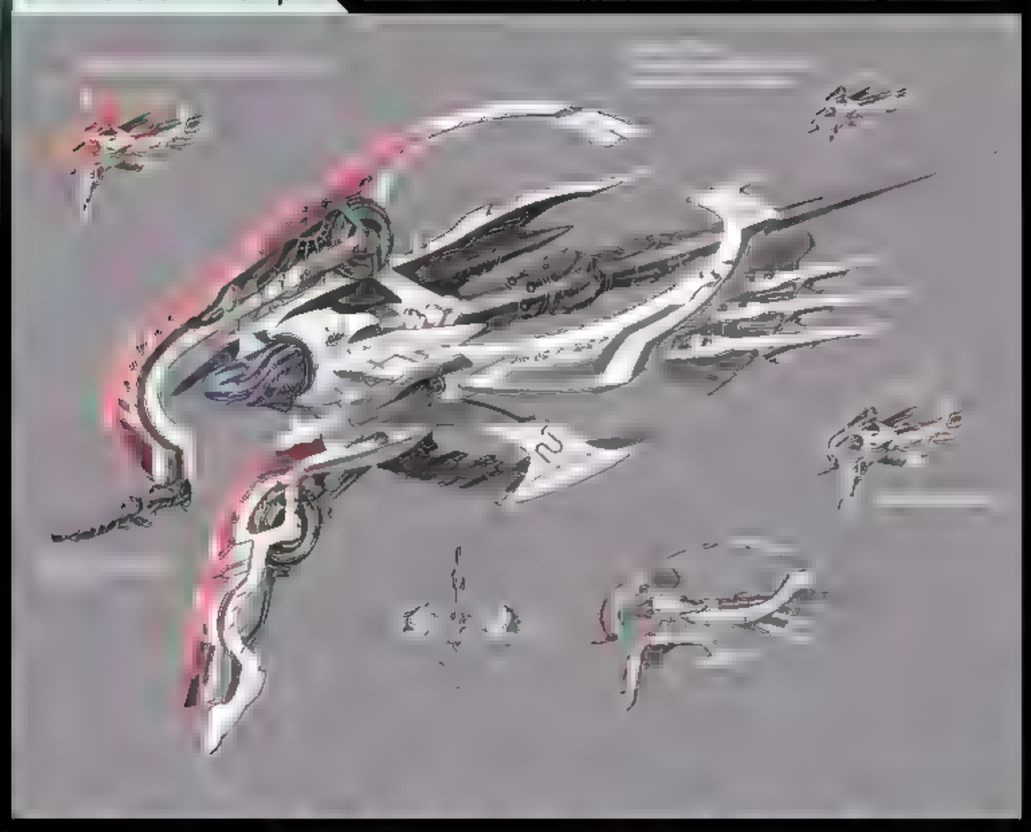




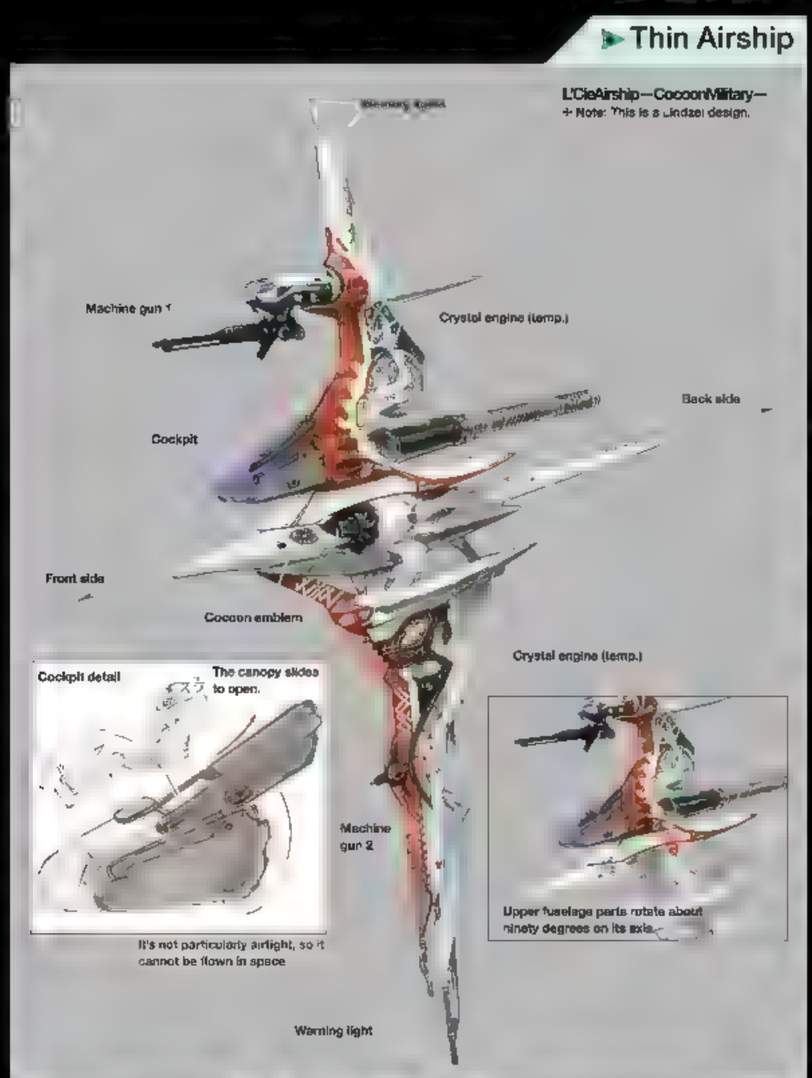
Small Military Vessels

Various fighter crafts used by the Sanctum military. Many have Lindzei-type designs, with white tones and streamlined shapes. The Extension Airship can store several cordless extension units in each of its three wings.

Extension Airship

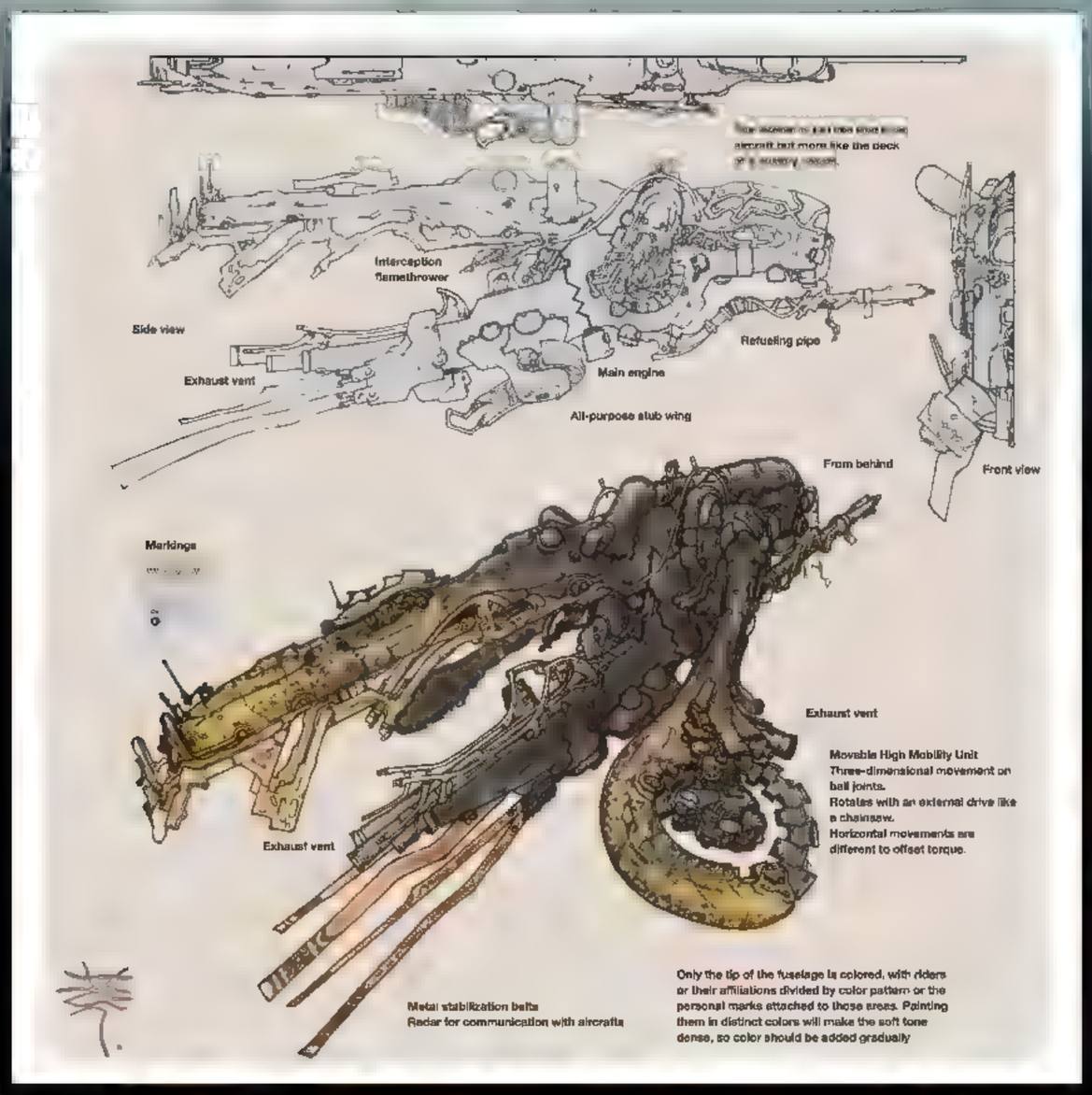


Thin Airship



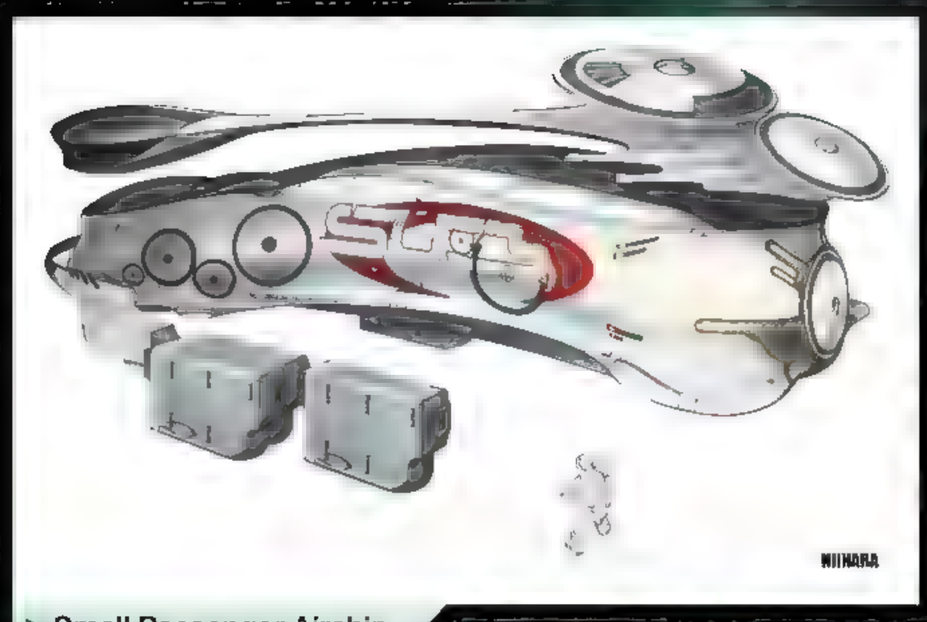
Gran Pulse Airship

A Gran Pulse fighter craft stored inside the Fifth Ark. Lightning's party rides one of these to leave Cocoon.



Basic Airships

Airships used in Eden as means of transport to other cities. Various models exist for different purposes, such as private or corporate use.

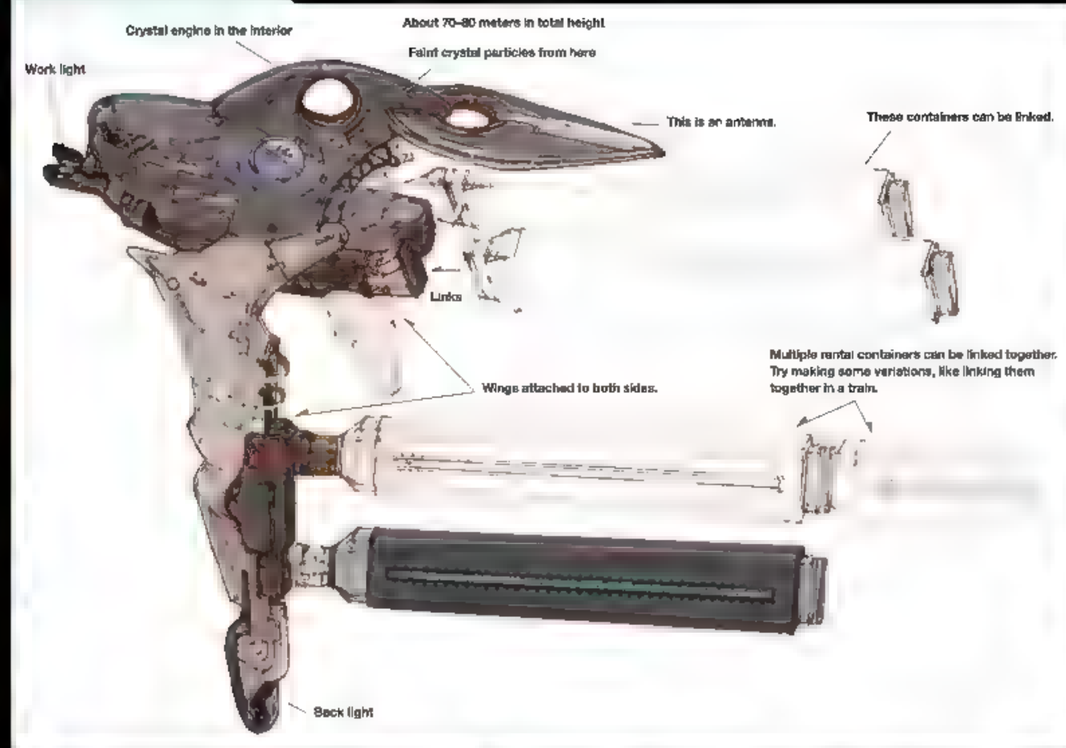


▶ Small Passenger Airship

▶ Large Passenger Airship

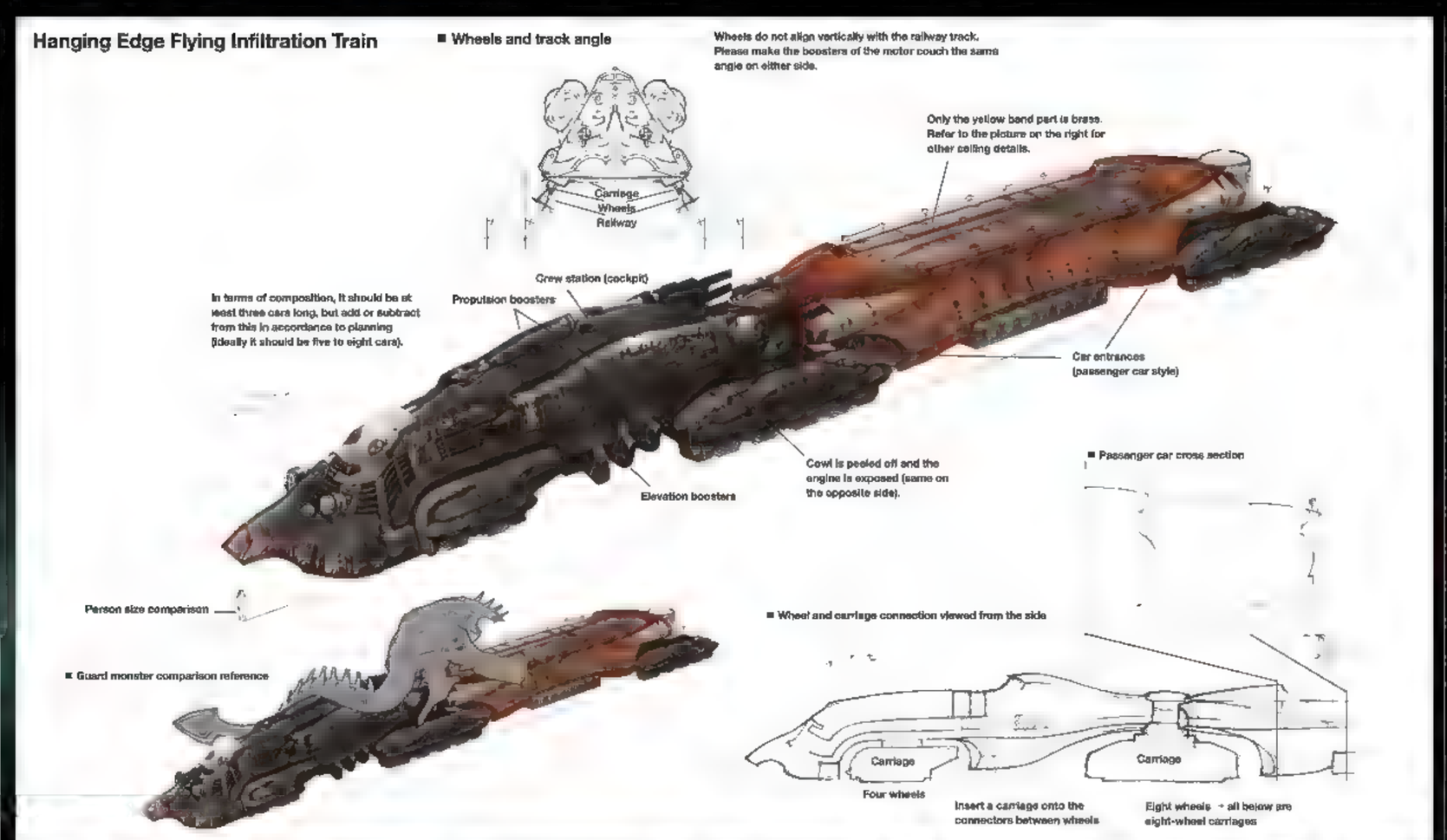


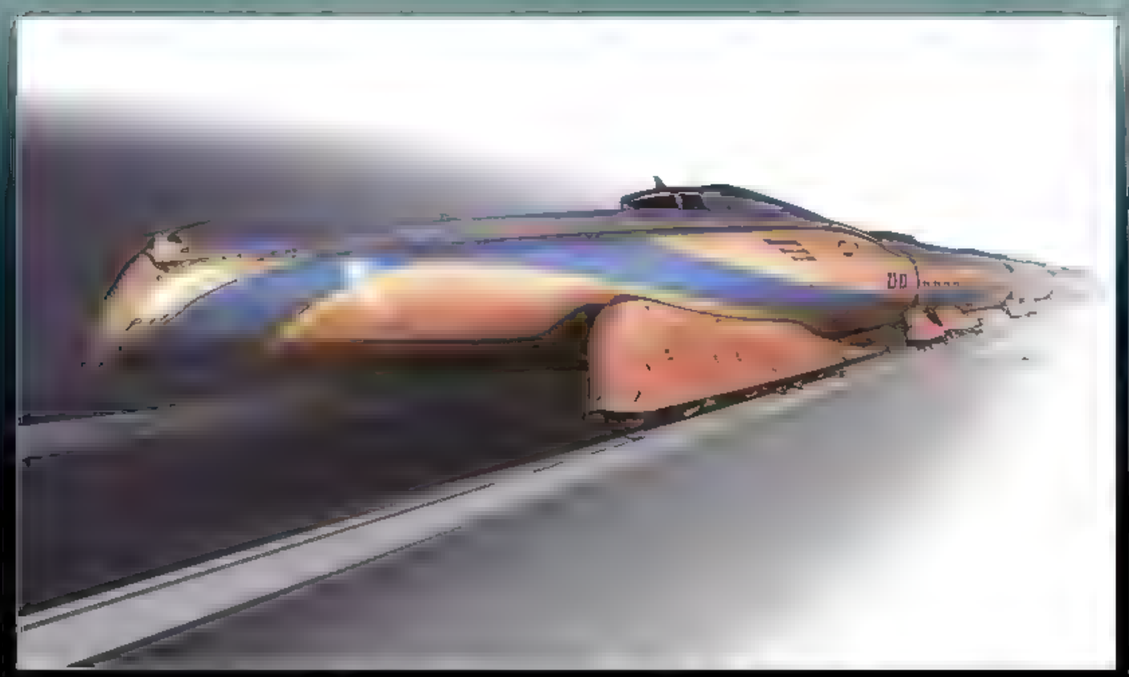
▶ Cargo Airship



Purge Train

A retired civilian train remodeled to transport Purge subjects. The model sheet includes the Manasvin Warmech that attacks the train for scale.



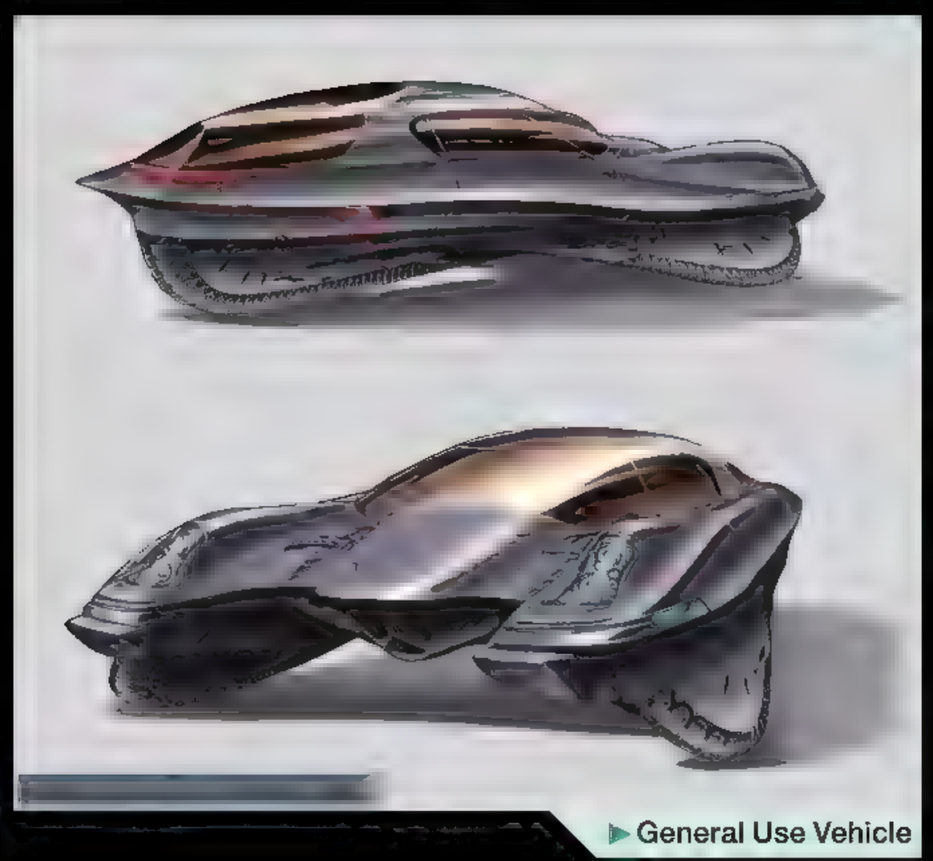


Basic Train

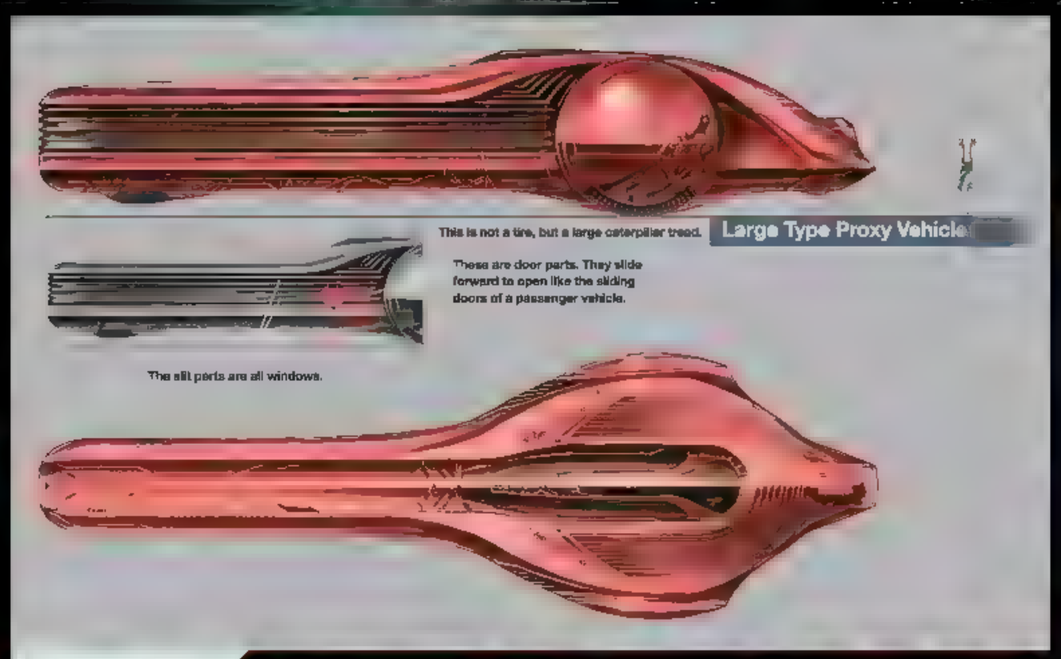
A high-speed train that runs between Bhunivelze and Eden. The nose of the front car is extremely long with a gentle slope to reduce wind resistance.

Motor Vehicles

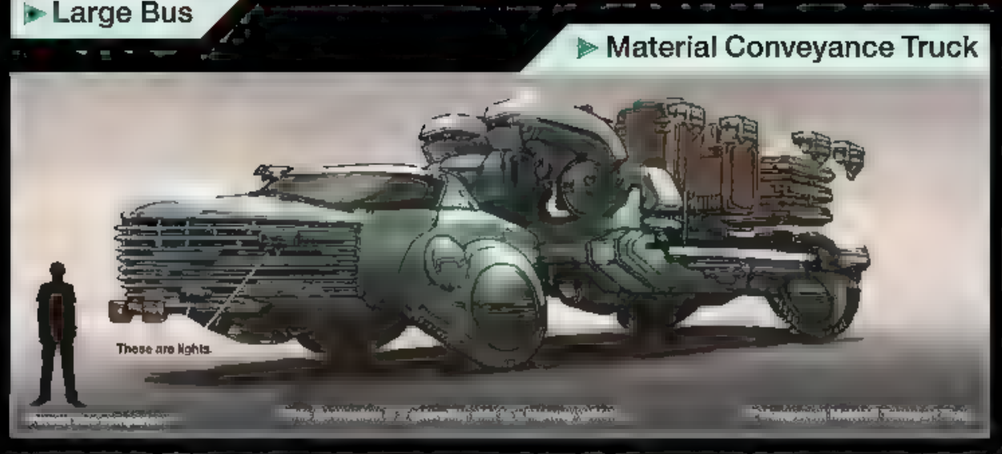
Cars that drive on Cocoon's roadways. These use caterpillar tracks instead of tires to move and can achieve high speeds by reducing the vehicle's weight with gravity controls.



▶ General Use Vehicle



▶ Large Bus



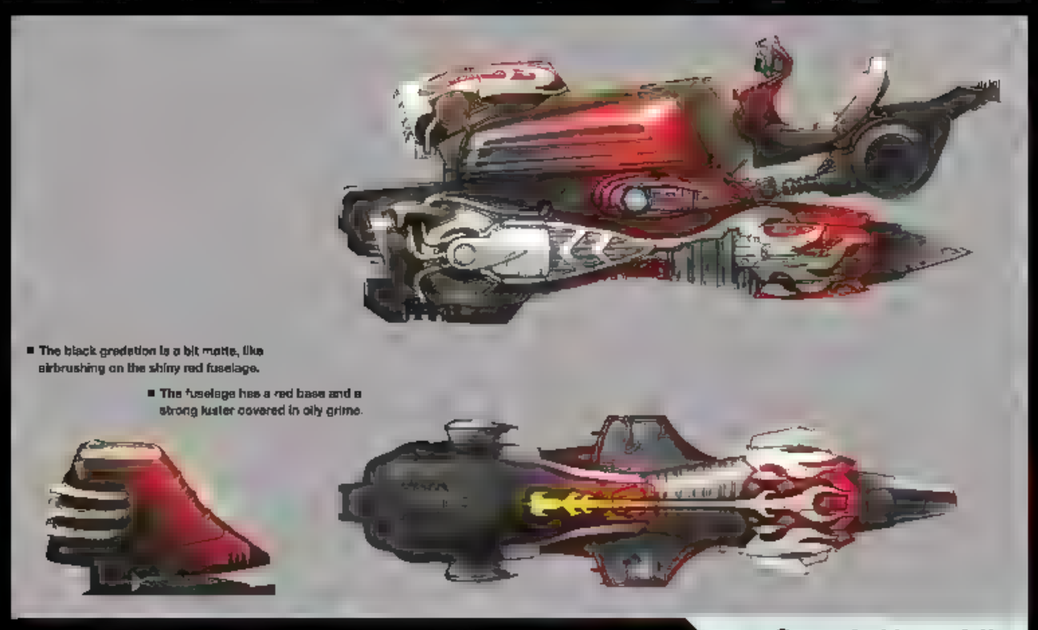
▶ Material Conveyance Truck

NORA Hoverbikes

The favorite vehicles of the NORA members. The wings in the bottom left of the model sheets are attached on either side of the lower front part, folding in when the vehicles are at rest.

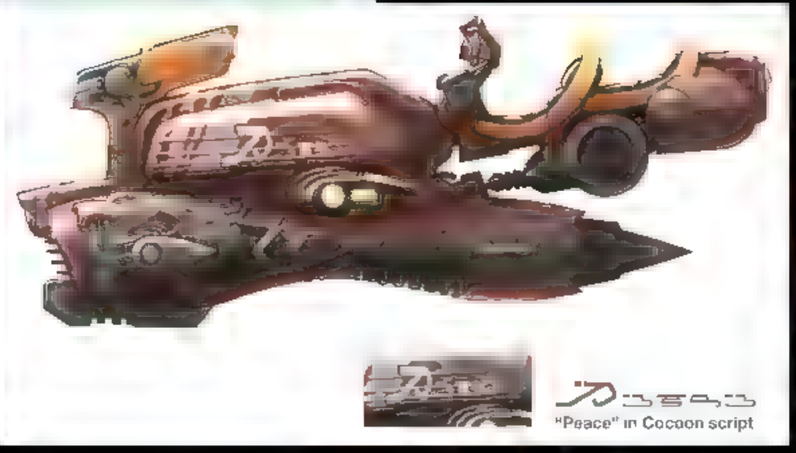


▶ Yuj's Hoverbike



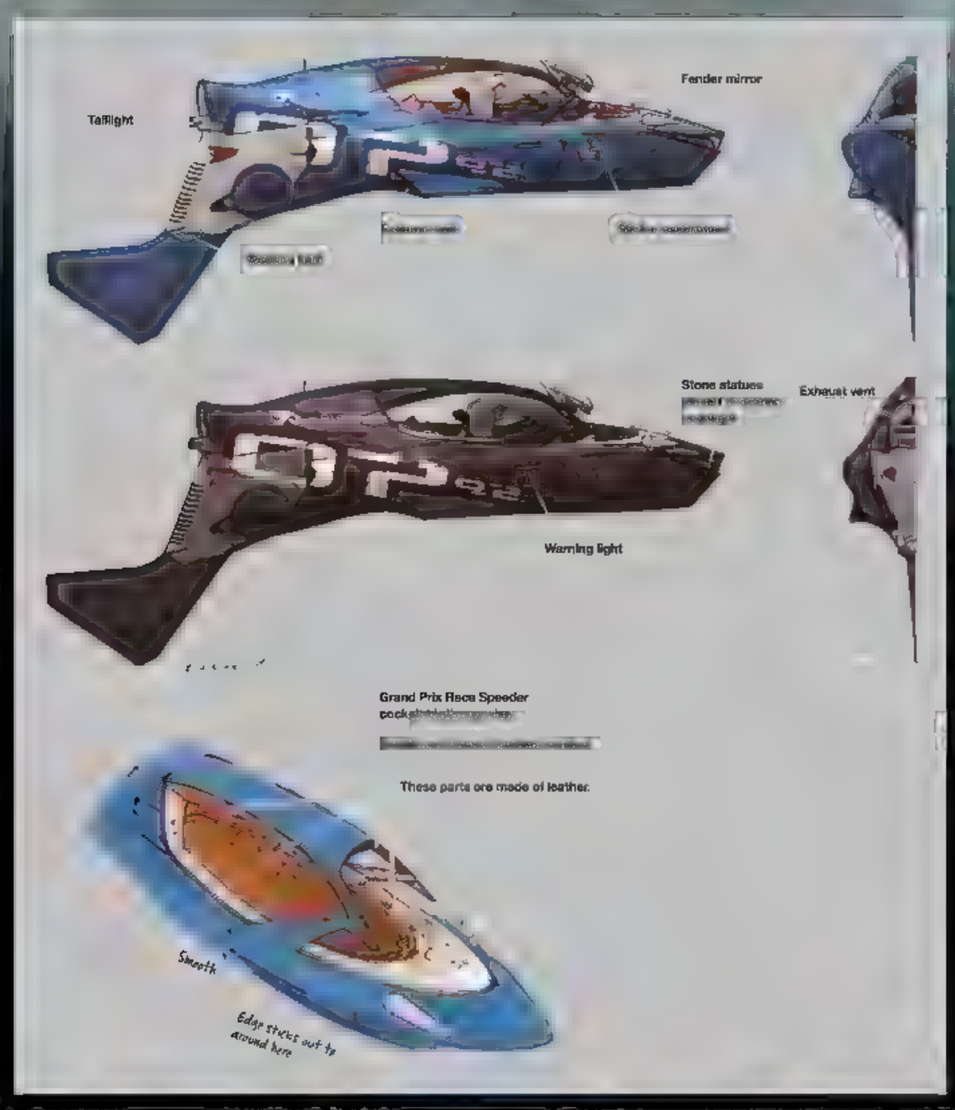
▶ Snow's Hoverbike

▶ Gadot's Hoverbike (Initial Design)



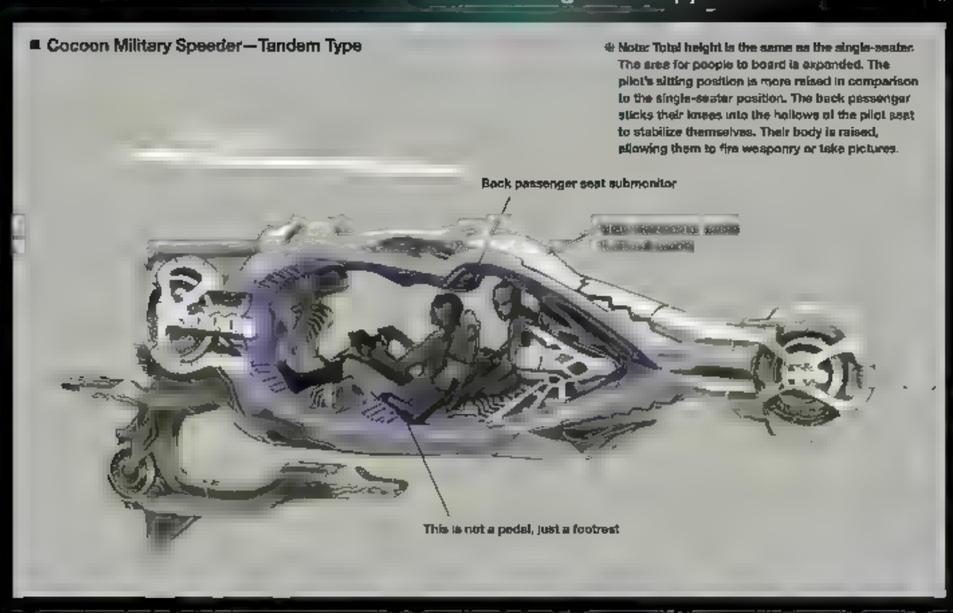
Gran Prix Race Hoverbike

A hoverbike developed for use in a race held in Eden. The frame is composed of the minimum required parts to increase their speed, and the driver pilots it with bent-forward posture.



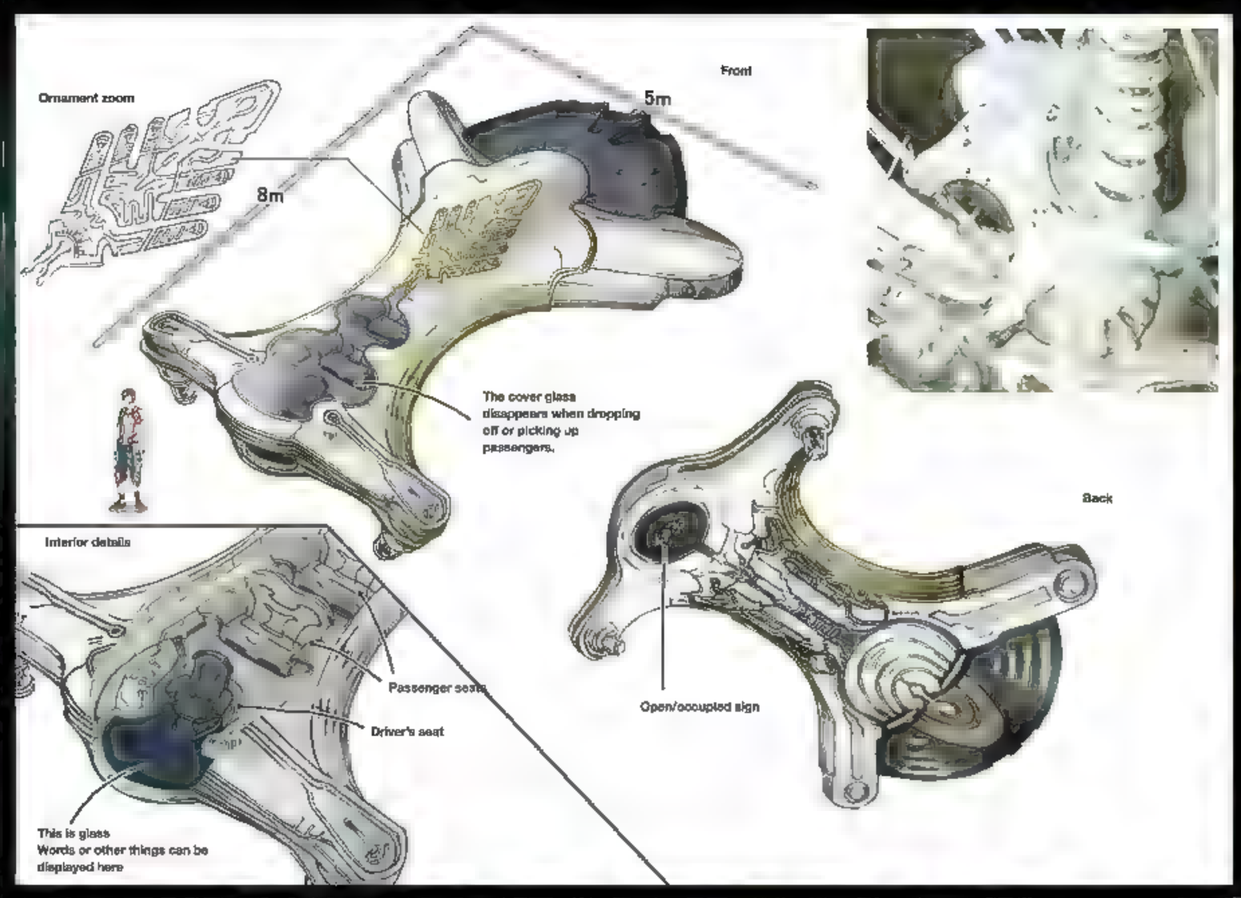
Military Hoverbike

A flying bike deployed to many of Sanctum's forces. Most of them are single-seaters, with the tandem seat model in the model sheet making a rare appearance.



Hover Taxi

A common flying taxi from Eden. Since it flies, the sign denoting whether or not it carries passengers is displayed on the underside of the fuselage.



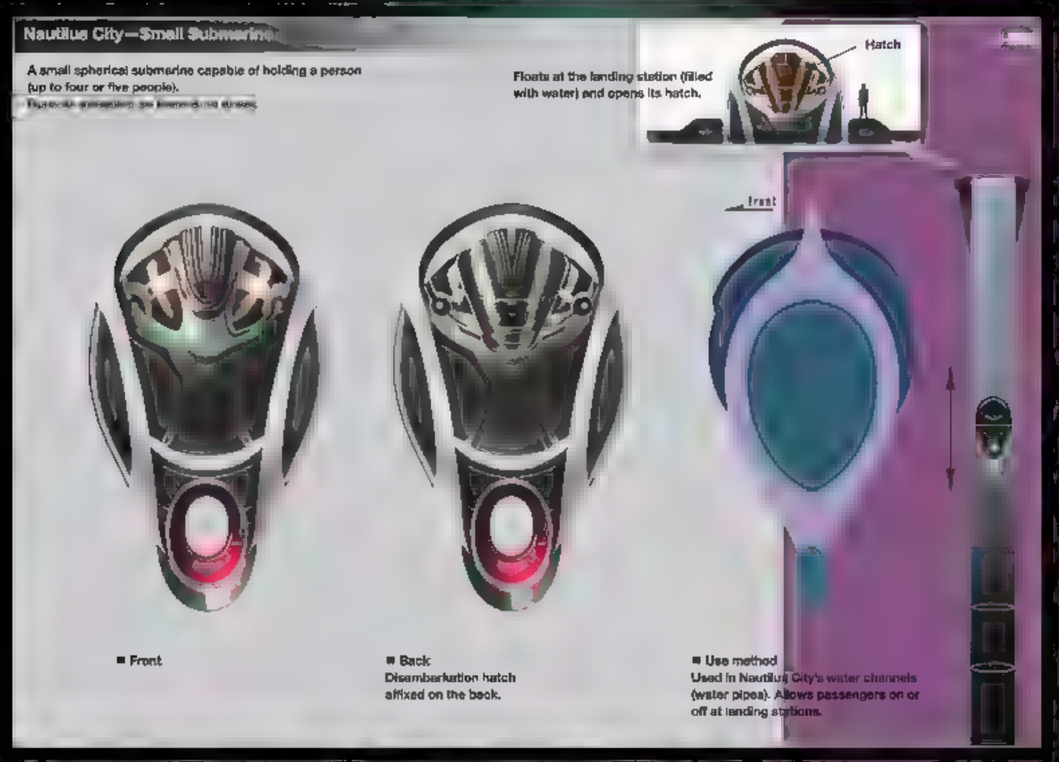
Sky Taxi

A taxi operating in Nautilus. The rides are expensive, but being able to see the entire city from the skies makes this a popular choice of transport.



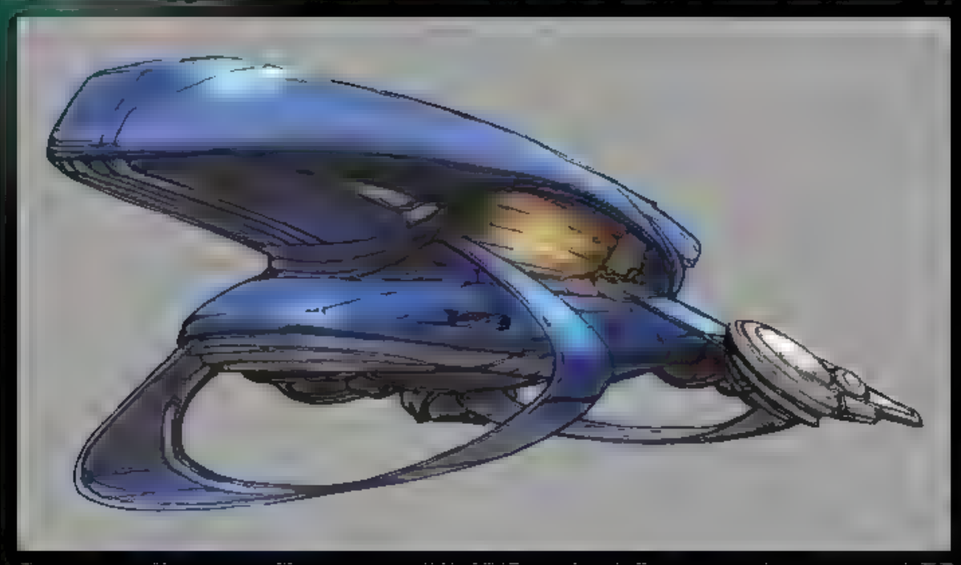
Nautilift

A small boat used as transport between sections of Nautilus. These egg-shaped vehicles travel through underwater pipes connecting the different destinations.



Sightseeing Submarine

A sightseeing boat linking the Sunleth Waterscape to Nautilus. It dives deep underwater, only coming to the surface when it reaches its port.



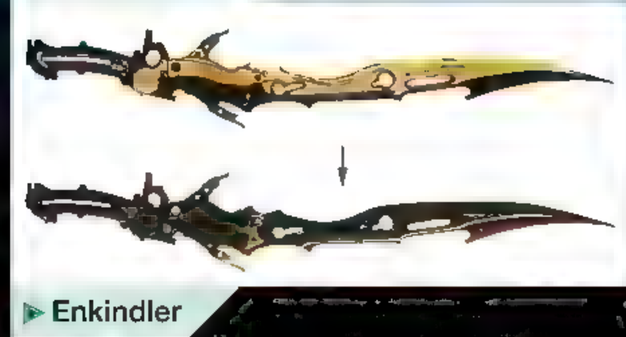
WEAPONS

Lightning's Weapons (Gunblades)

Blazefire Saber ▶ Flamberge



Axis Blade ▶ Enkindler



Edged Carbine ▶ Razor Carbine



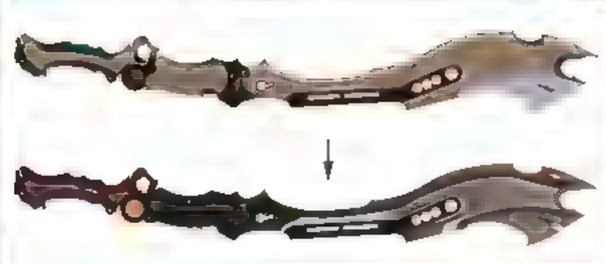
Lifesaber ▶ Peacemaker



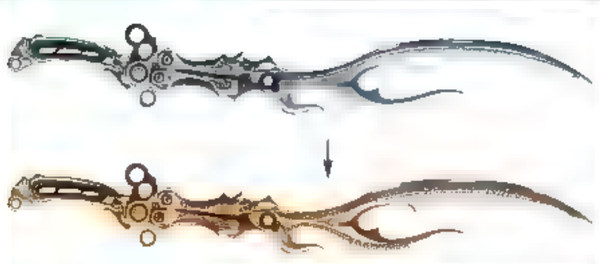
Gladius ▶ Helter-Skelter



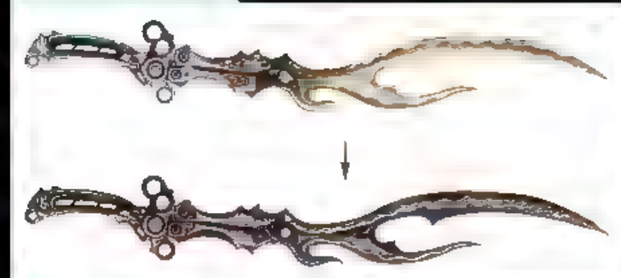
The Ogre ▶ Apocalypse



Hauteclaire ▶ Durandal



Lionheart ▶ Ultima Weapon



Omega Weapon



Sazh's Weapons (Pistols)

Altairs ▶ Vega 42s



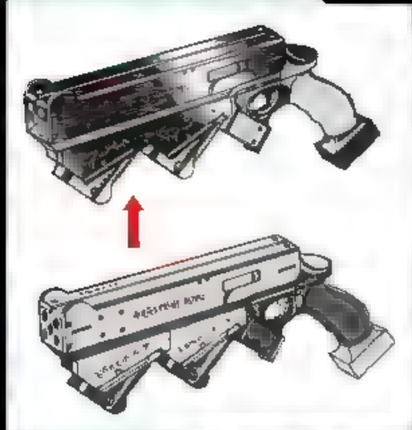
Sirius Sidearms ▶ Spica Defenders



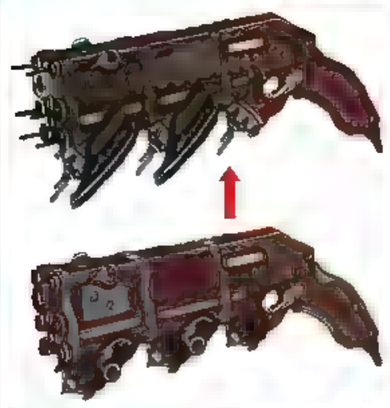
Canopus AMPs ▶ Deneb Duellers



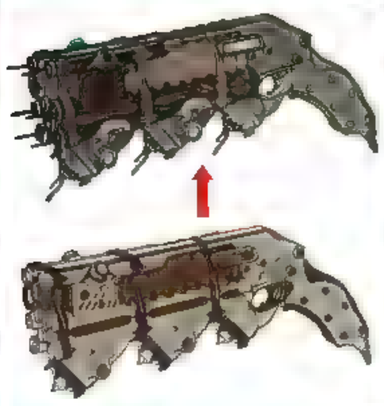
Polaris Specials ▶ Rigels



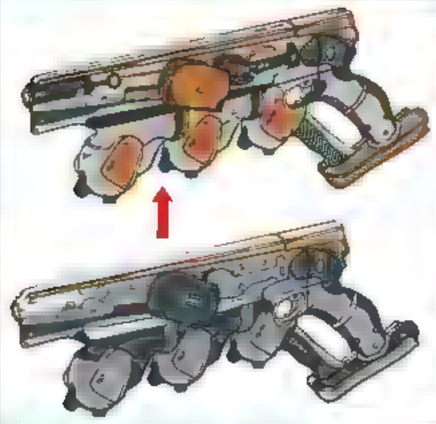
Sadalmeliks ▶ Aldebarans



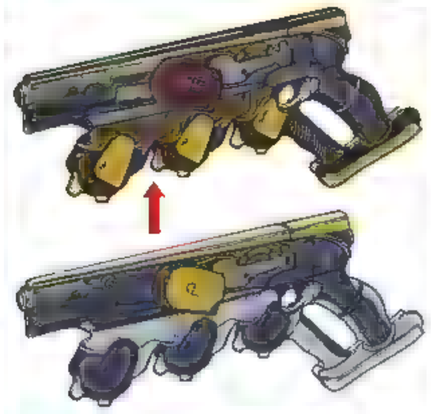
Hyades Magnums ▶ Pleiades Hi-Powers



Fomalhaut Elites ▶ Antares Deluxes



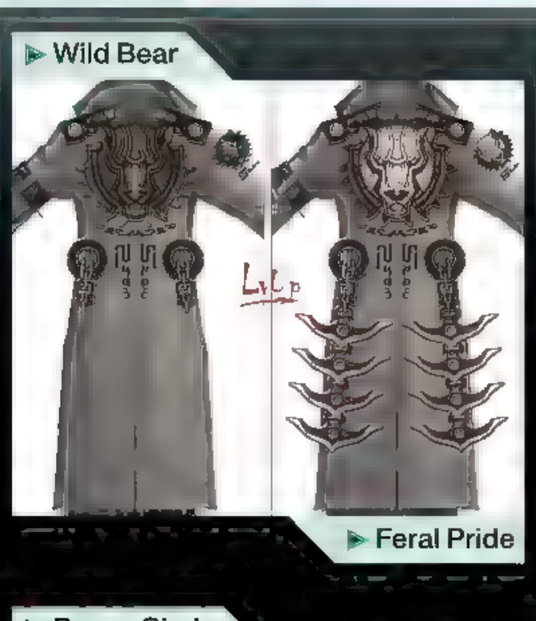
Betelgeuse Customs ▶ Procyons



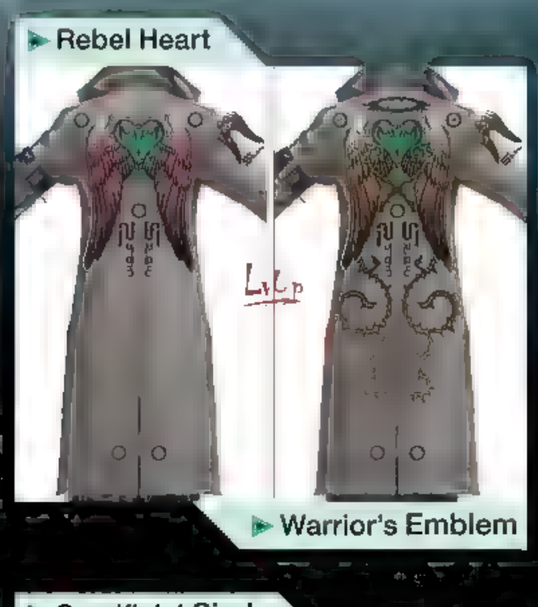
Total Eclipses (Right Hand/Left Hand)



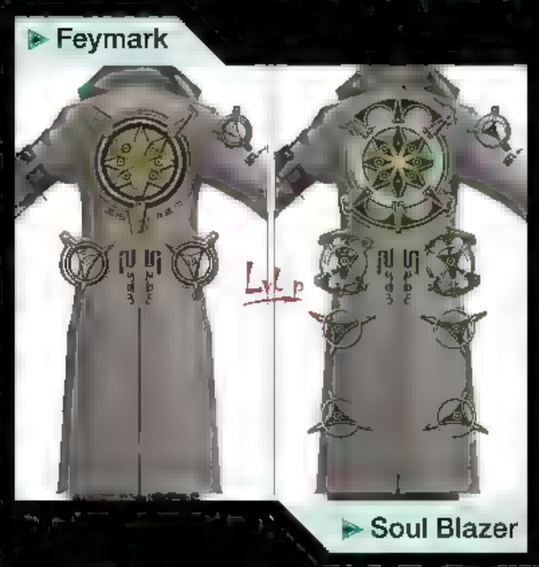
Snow's Weapons (Emblems)







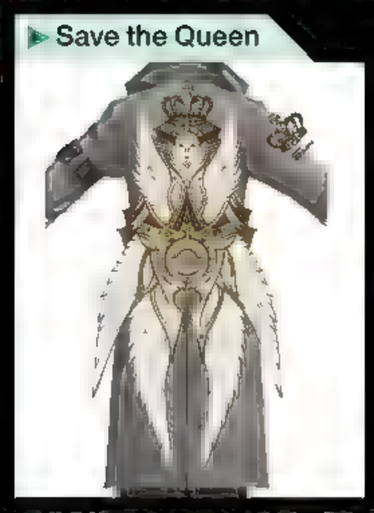




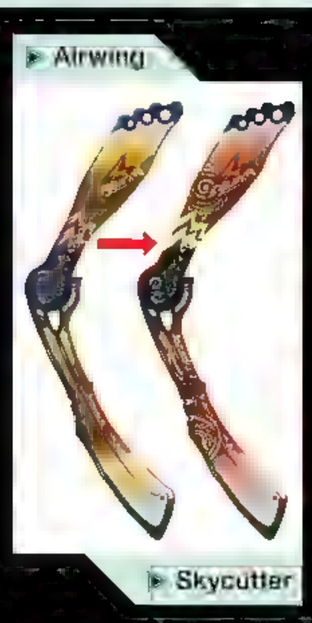


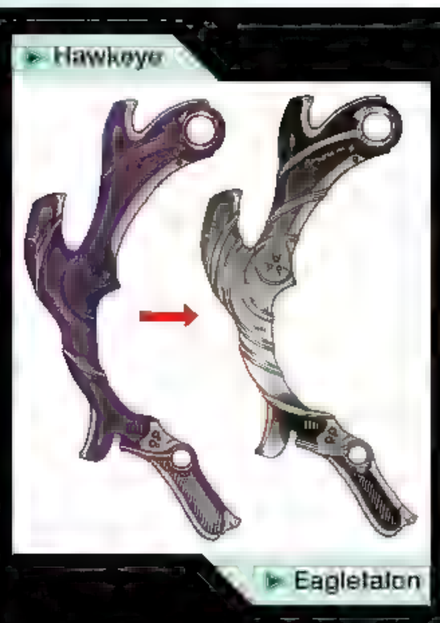






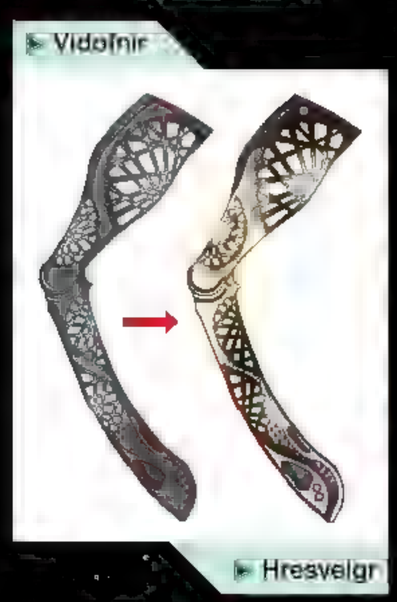
Hope's Weapons (Boomerangs)



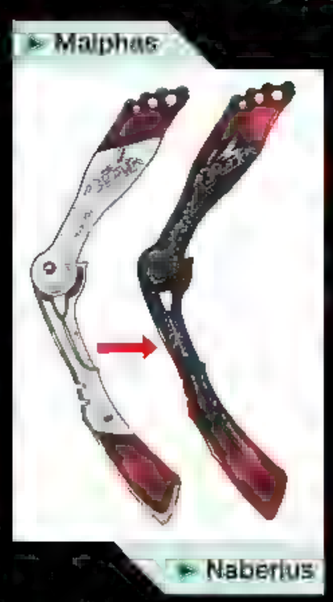














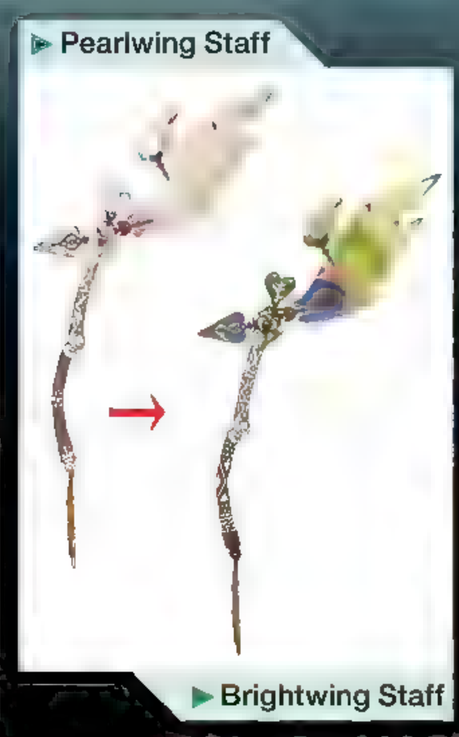


Vanille's Weapons (Rods)





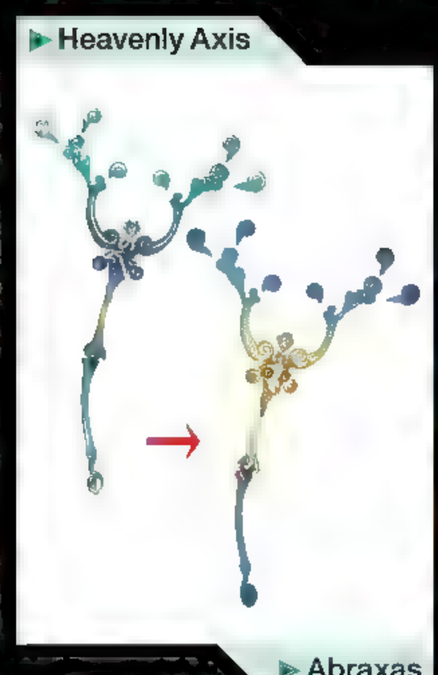


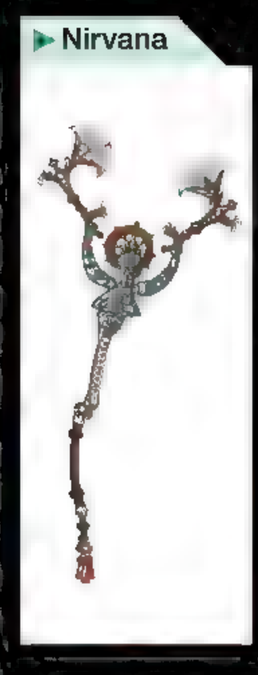










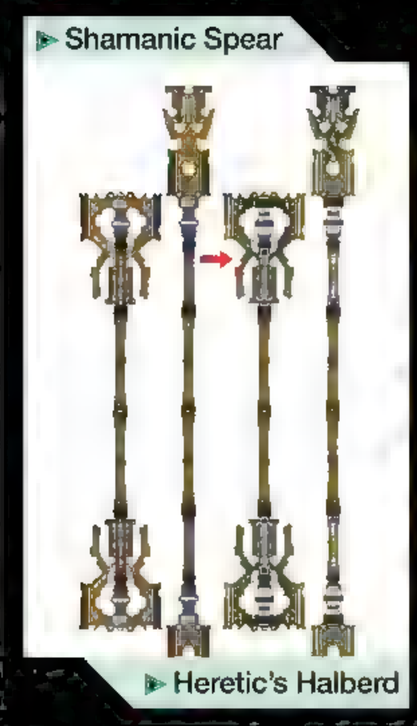


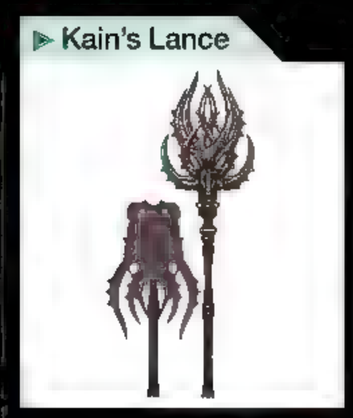
Fang's Weapons (Spears)



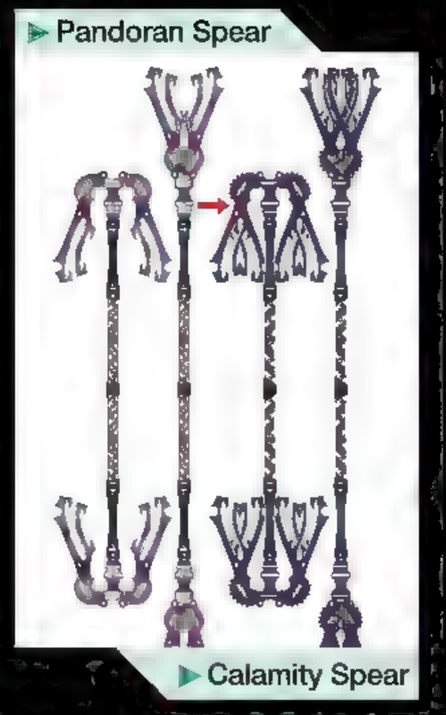








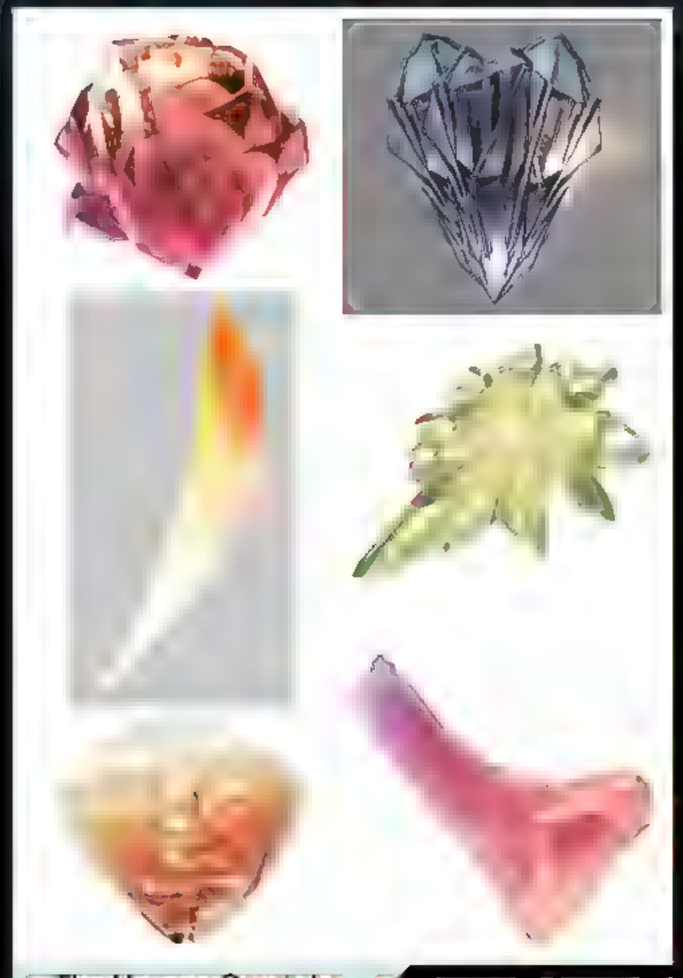




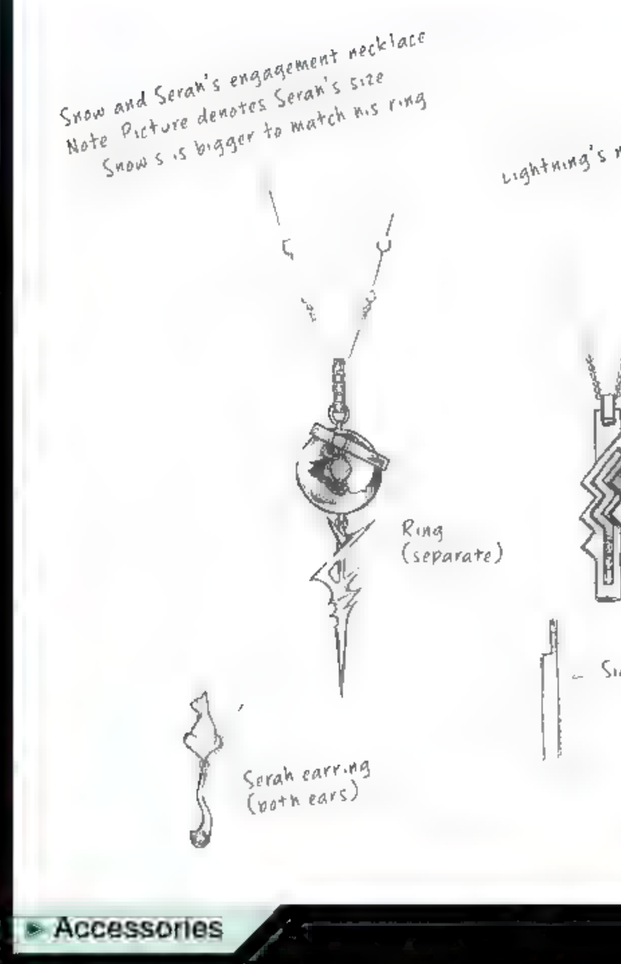




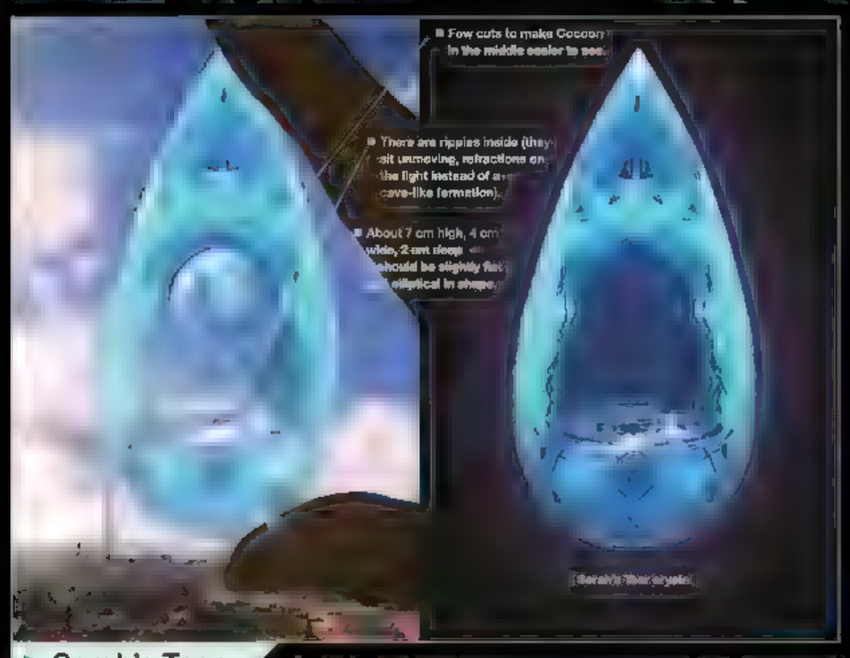
ITEMS



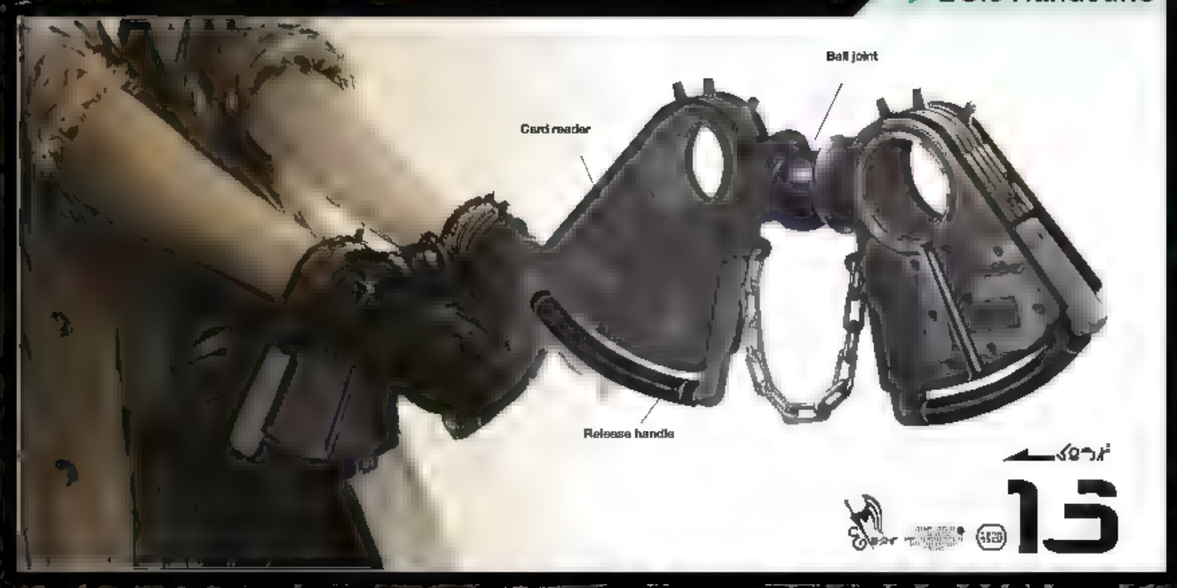
The Heroes Crystals



Accessories



Serah's Tear



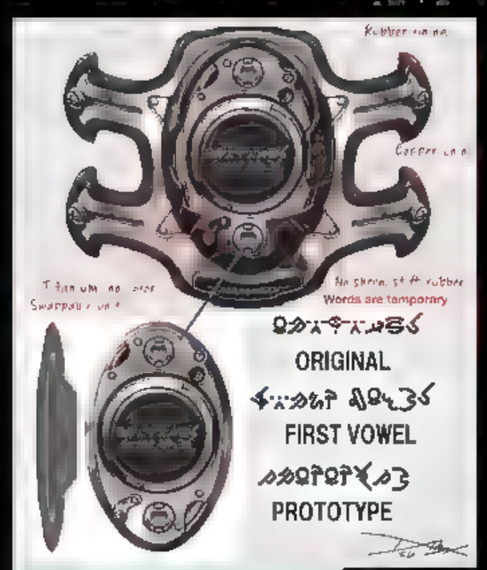
L'Cie Handcuffs



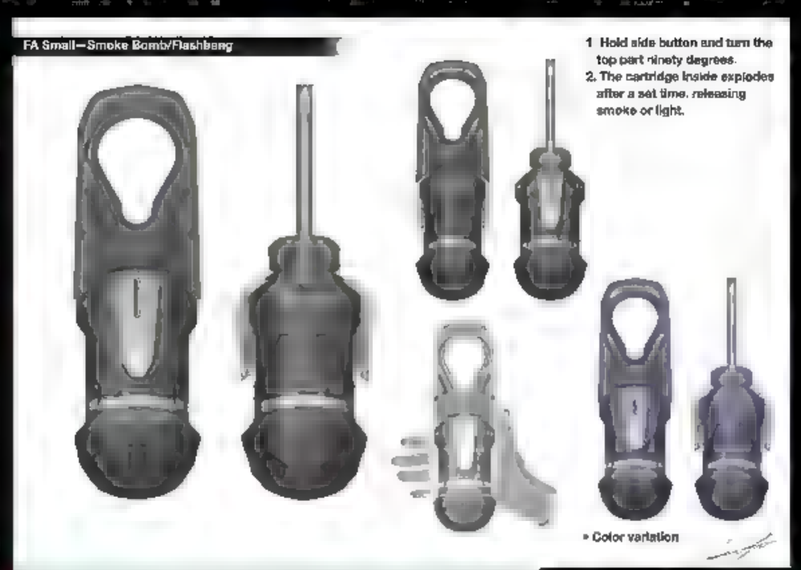
Survival Knife



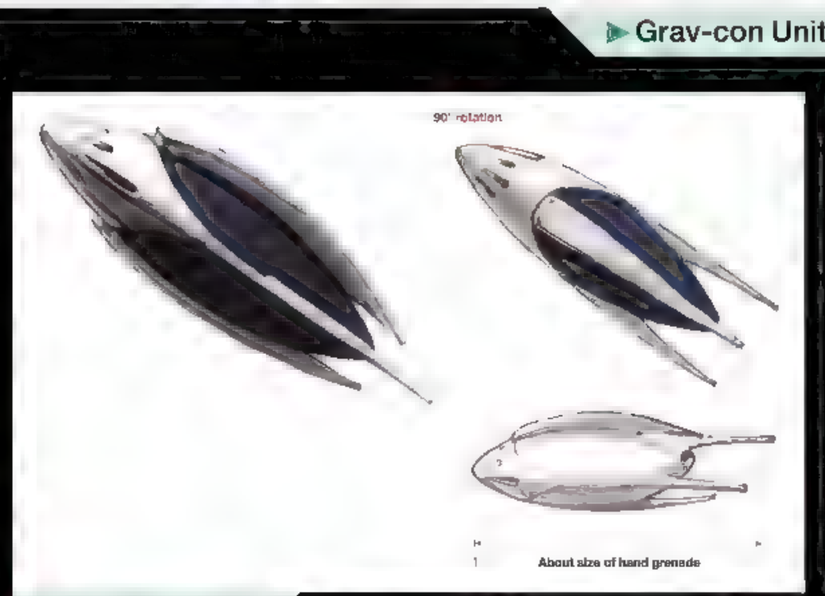
Grav-con Units



Snow's Armband



Smoke Grenade and Flashbang



Gravity Bomb

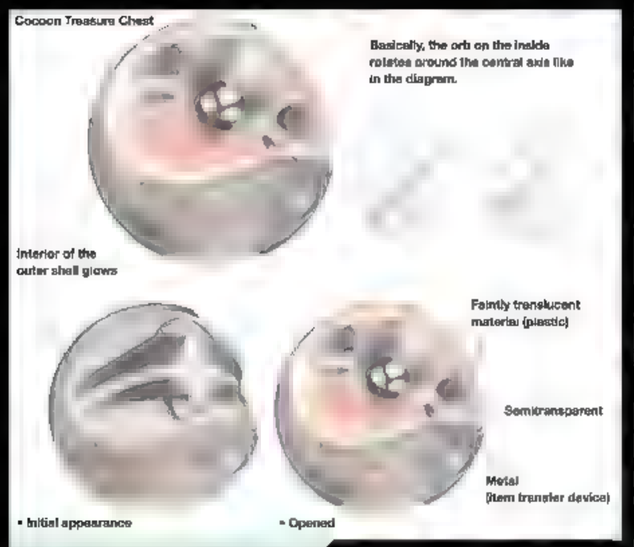
Canned Juice



Nautilus Park Promotional Goods



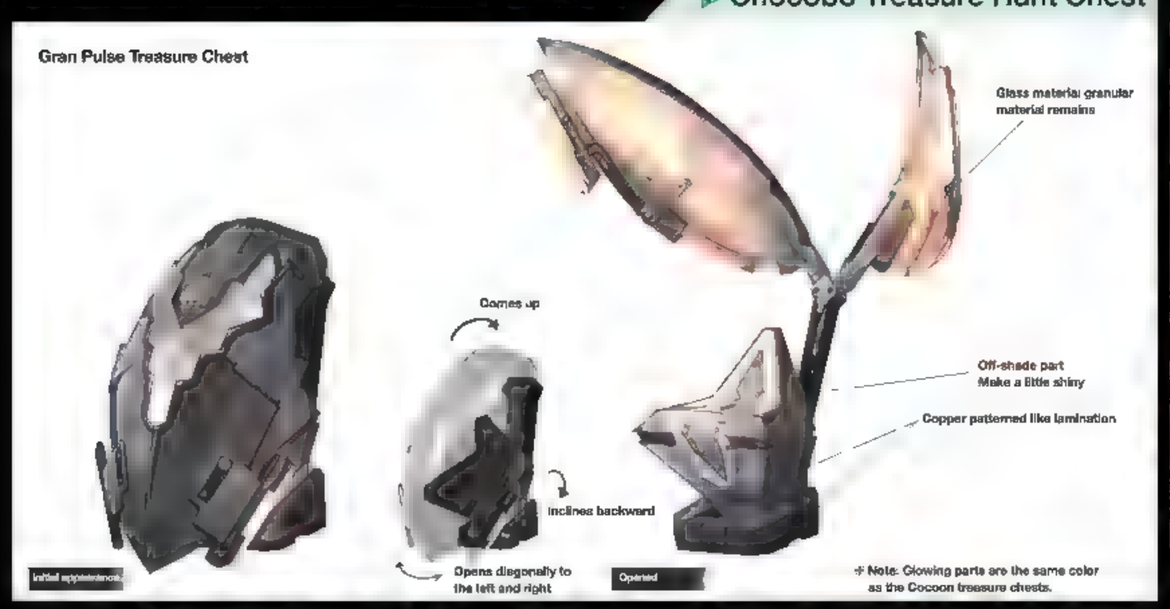
Treasure Sphere



Carbuncle Stuffed Animal

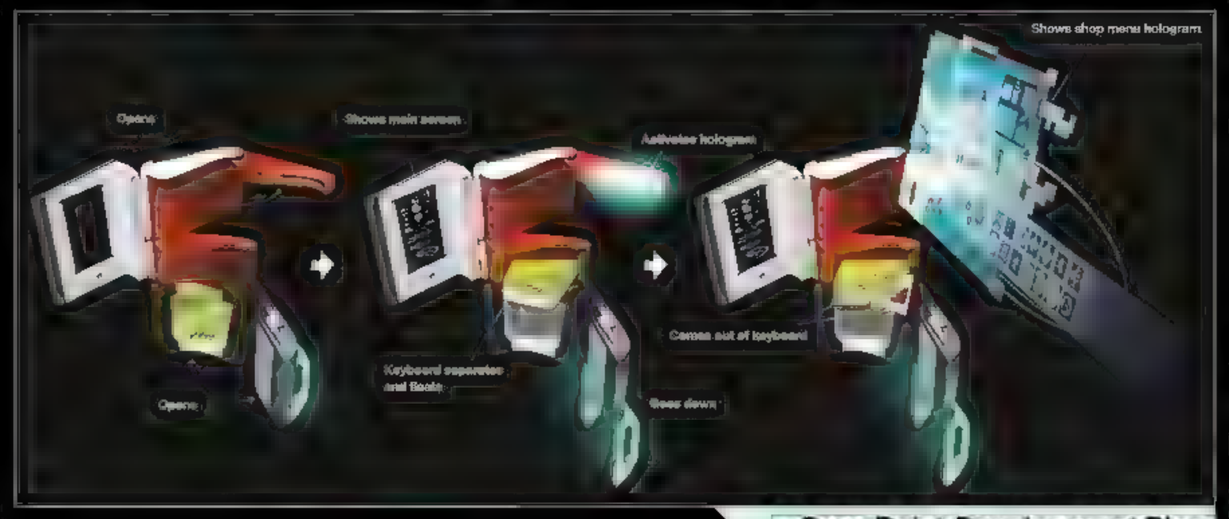


Chocobo Treasure Hunt Chest

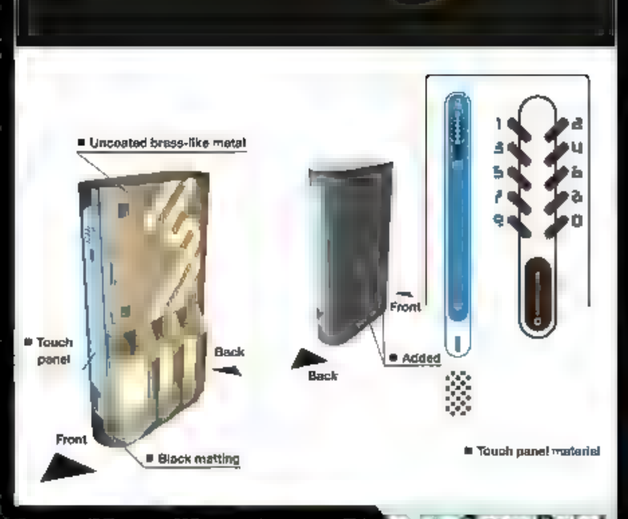




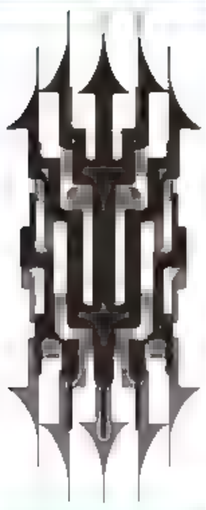
Save Point Development Plan



Save Point



CRESTS AND LOGOS



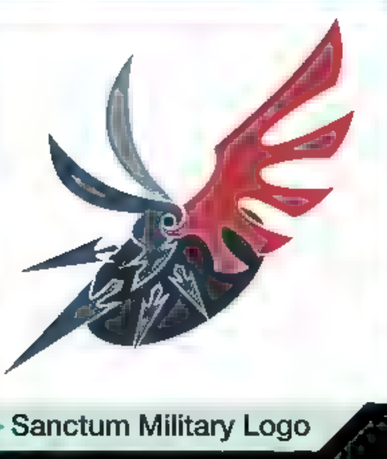
▶ Pulse Crest



▶ Lindzei Crest



▶ Sanctum Logo



▶ Sanctum Military Logo



▶ Cavalry Logo



▶ PSICOM Logo

■ Lightning's unit badge



▶ Guardian Corps Emblem



▶ PSICOM Purge Pursuit Unit Emblem



▶ PSICOM Airship Fleet Emblem



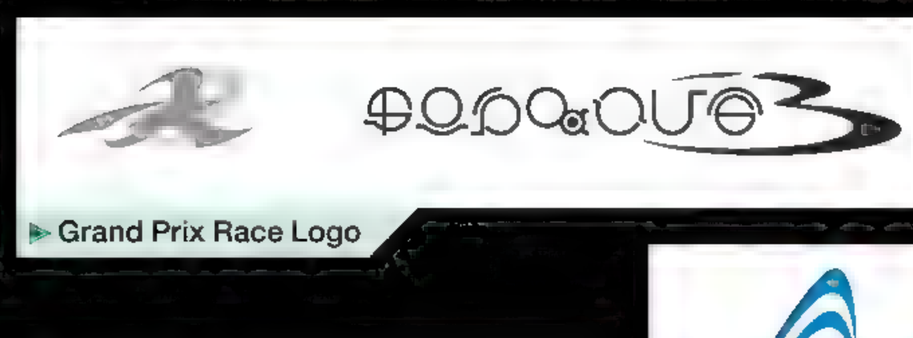
▶ Other PSICOM Detachment Emblem



▶ Pilot Shoulder Emblem



▶ Eden Network Logo



▶ Grand Prix Race Logo

▶ Unicorn Mart Logo

▶ Storm Motors Logo

▶ Cocoon Railway Logo



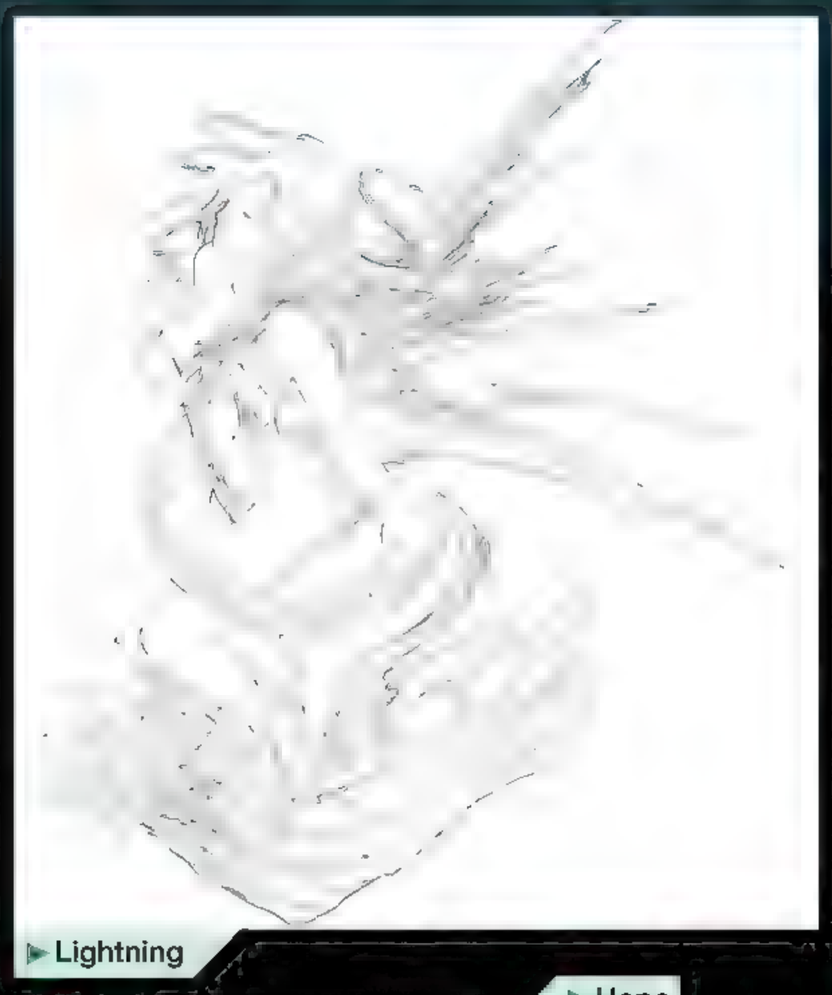
▶ Lago Blu Logo



▶ Fundamental Racing Logo

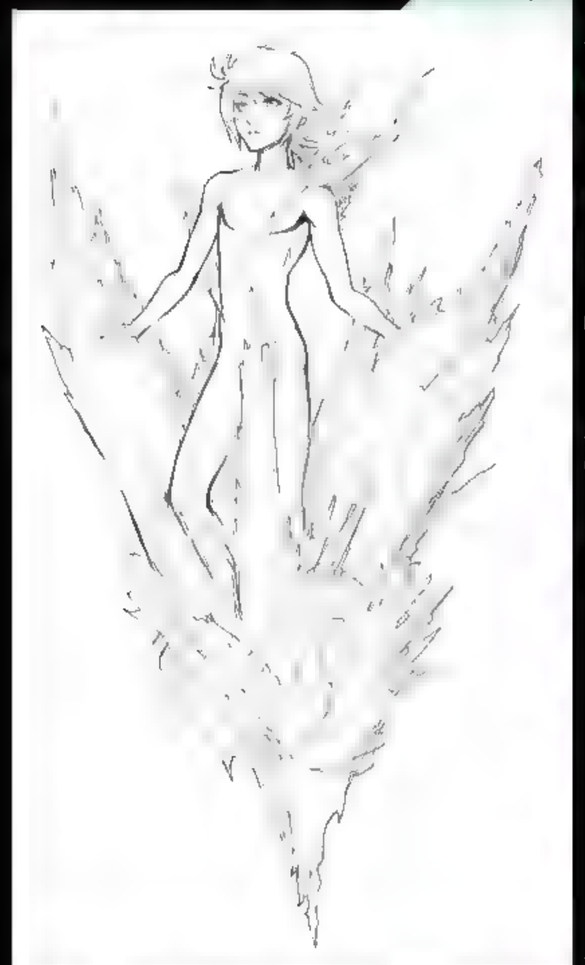
CRYSTALLIZED CHARACTERS

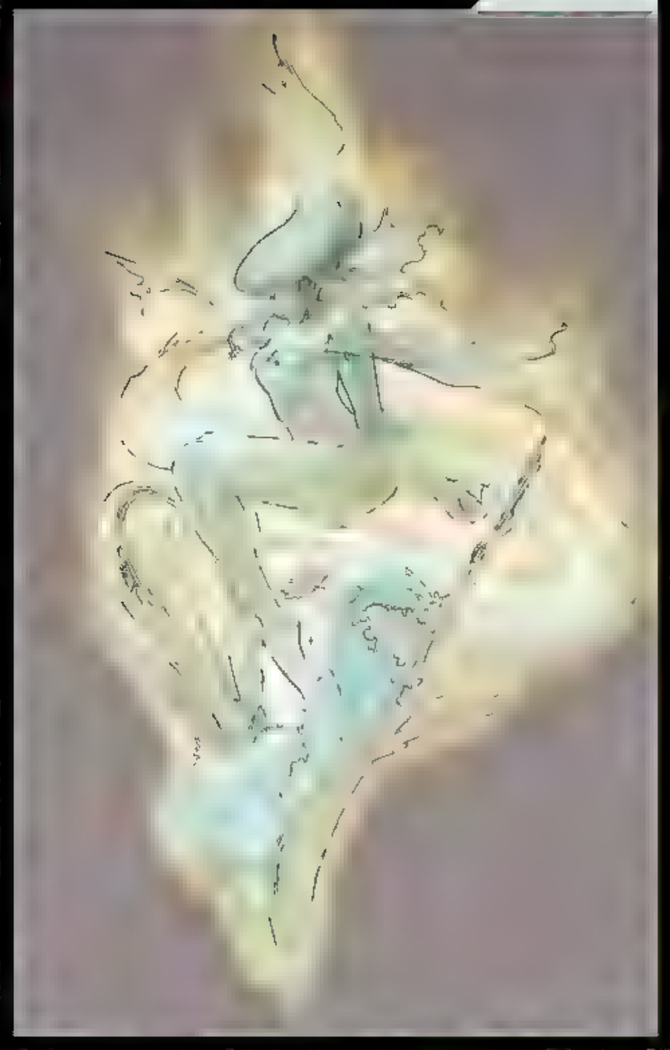
Character illustrations of each character when they have fulfilled their l'Cie Focus and turn into crystals. Vanille's crystal was drawn first and became the basis for the other designs.

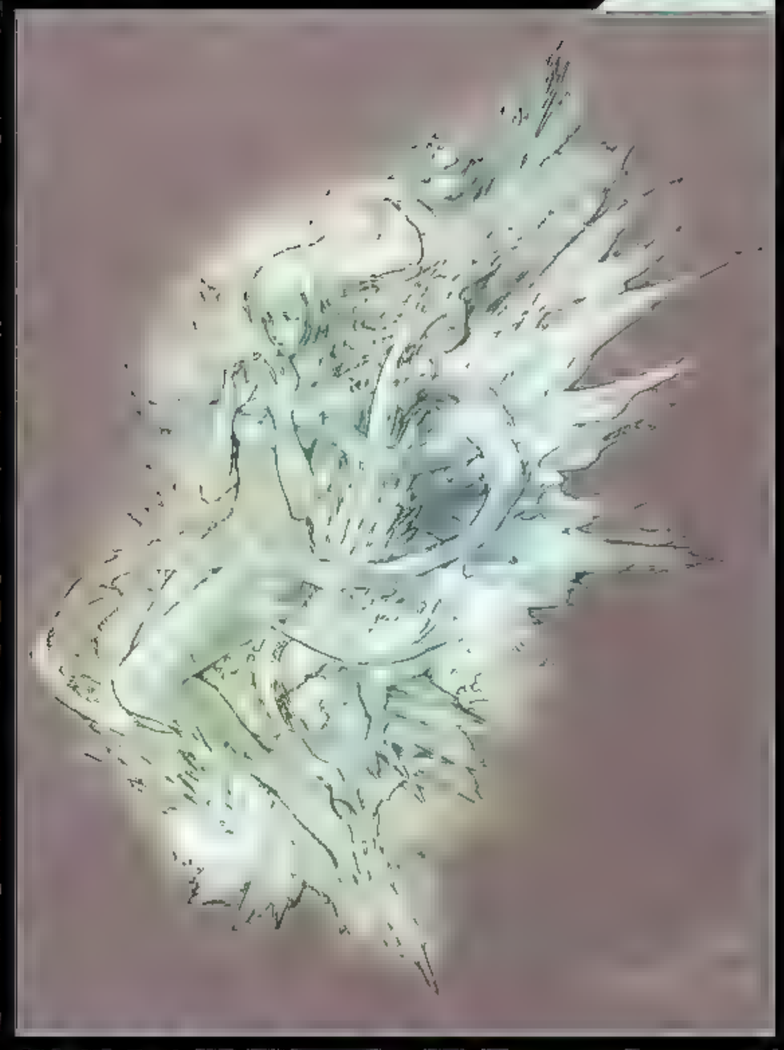

Lightning


Snow


Sazh


Hope


Vanille

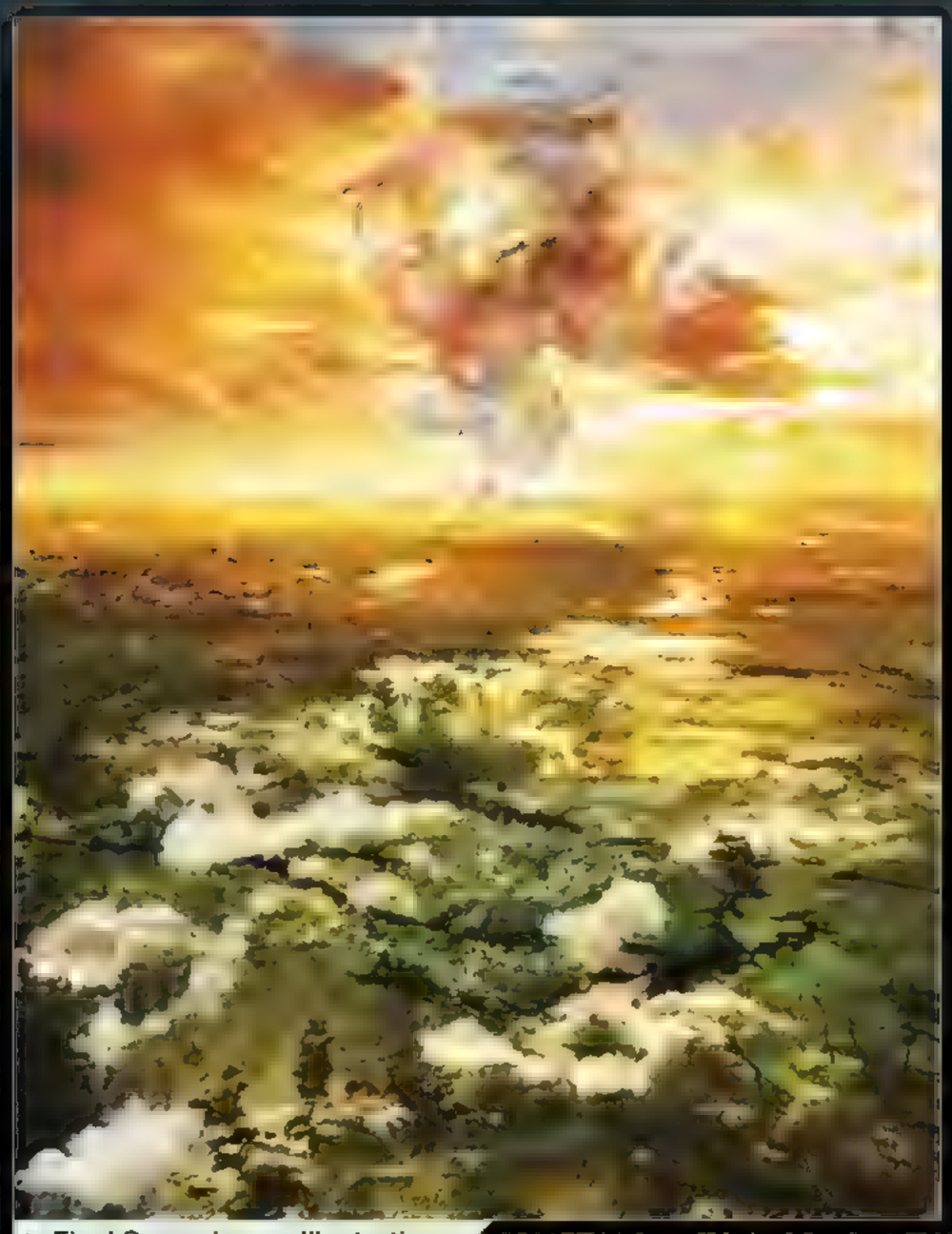

Serah



Dajh


Cid Raines

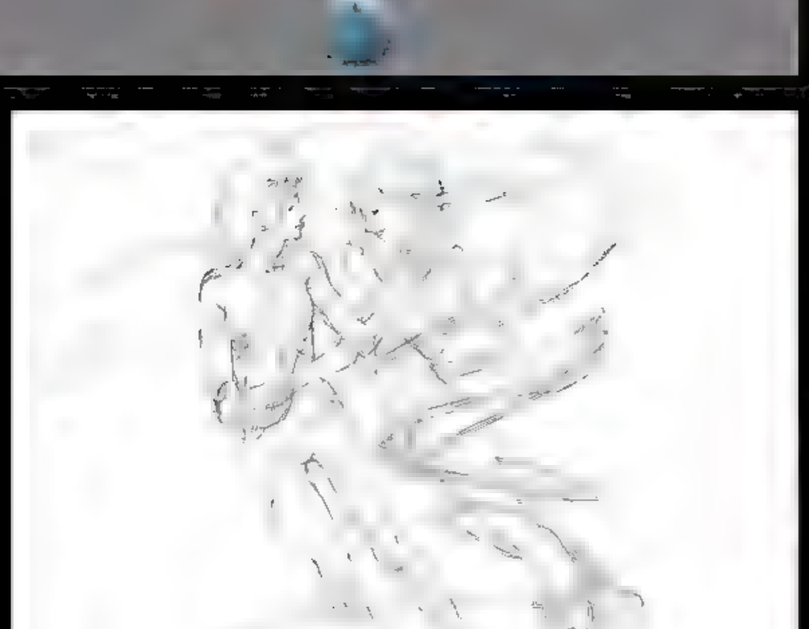
FINALE MATERIALS



▶ Final Scene Image Illustration



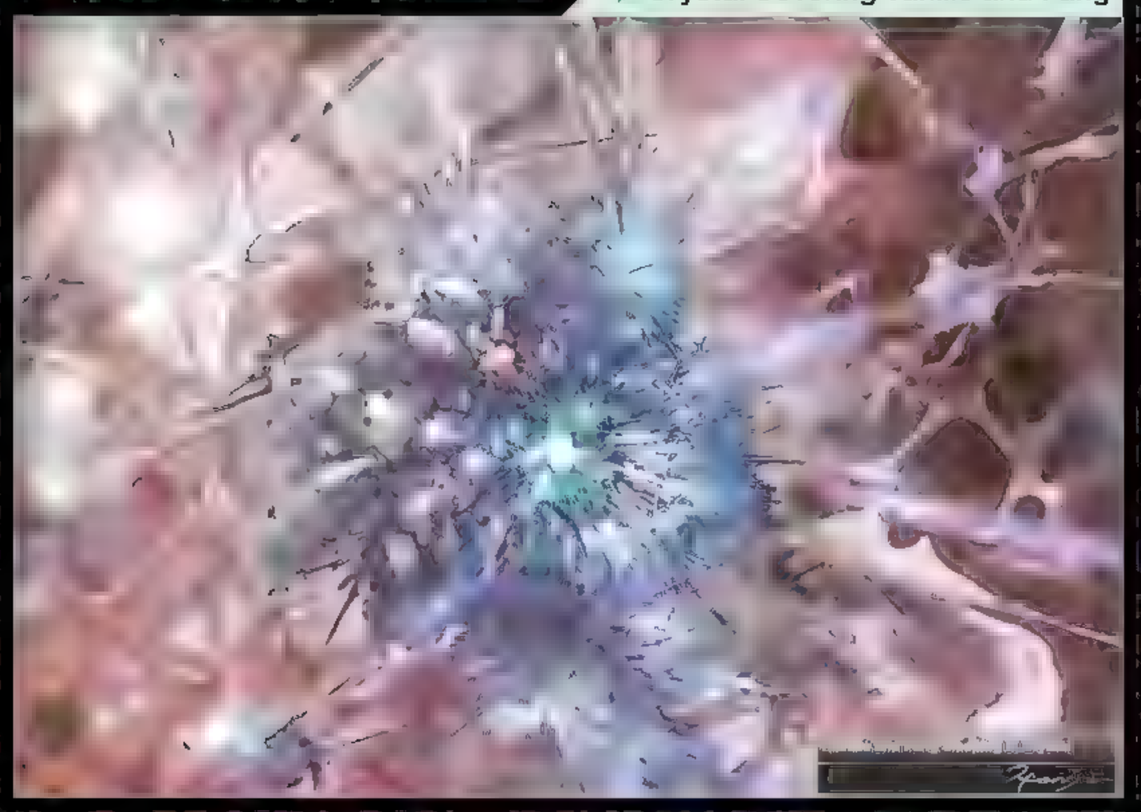
▶ Crystallized Cocoon



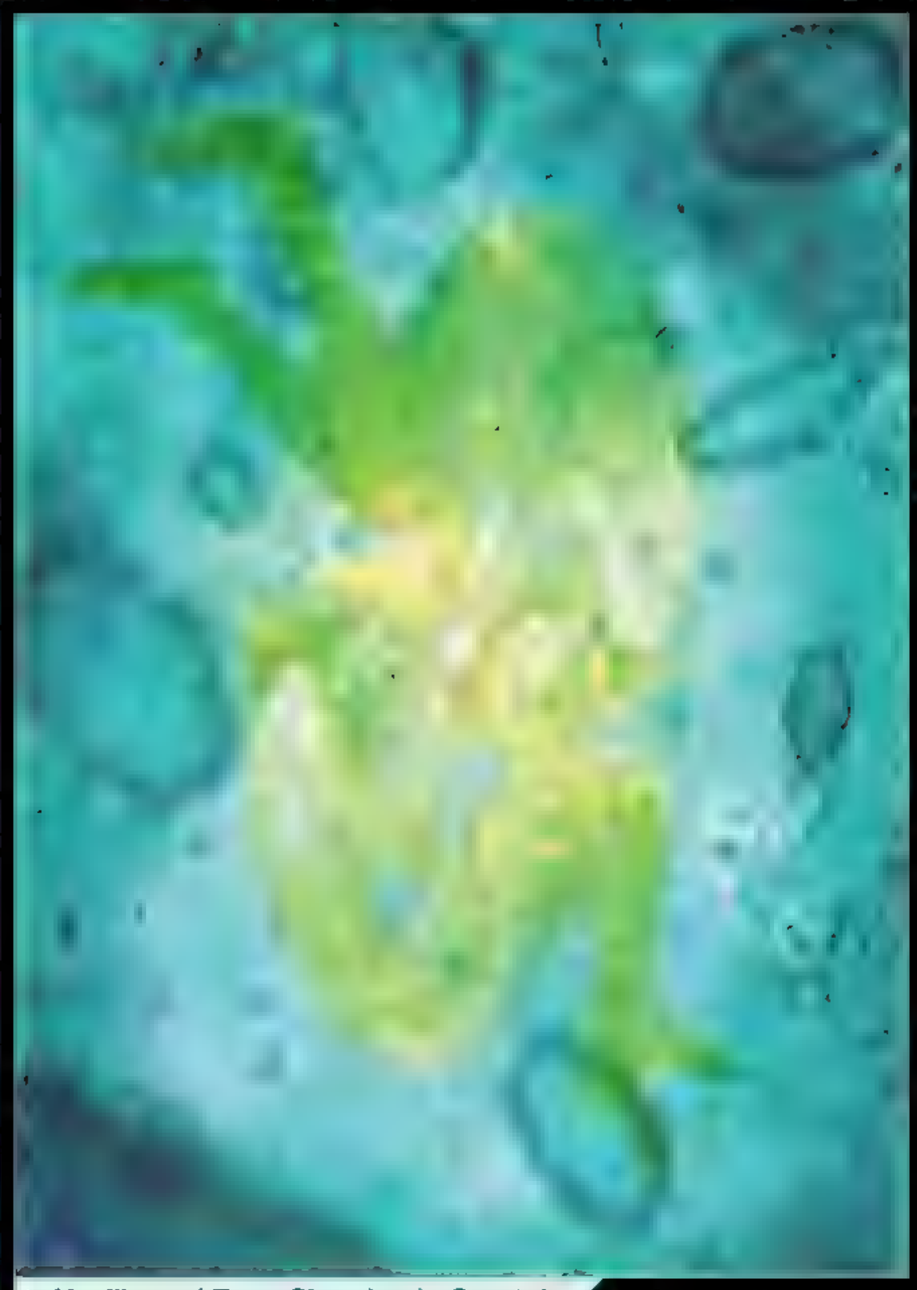
▶ Vanille and Fang Sleeping in Crystal (Rough Sketch)



▶ Vanille and Fang's Resting Place



▶ Crystal Covering Vanille and Fang



▶ Vanille and Fang Sleeping in Crystal

IMAGE BOARDS



City in the Sky



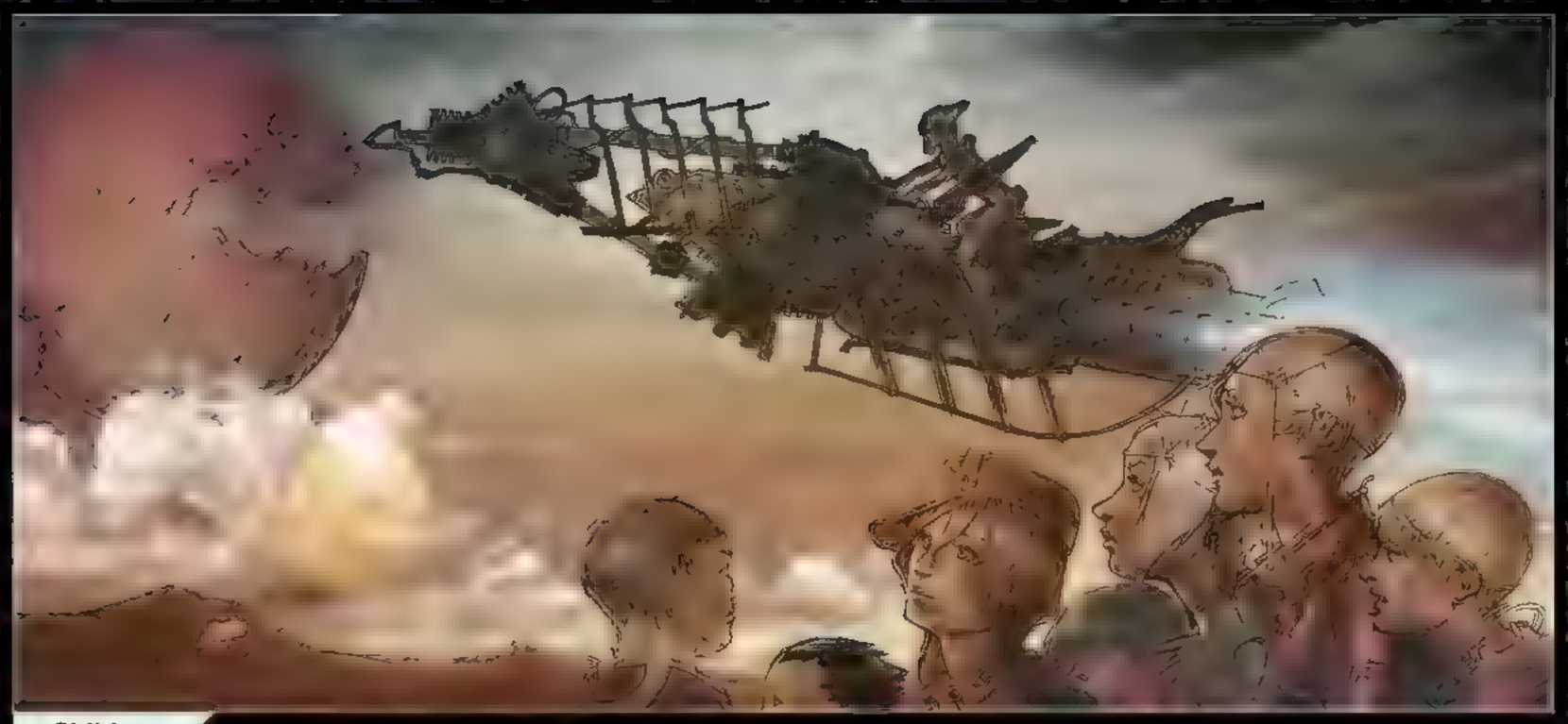
Mechanical Metropolis



Plant

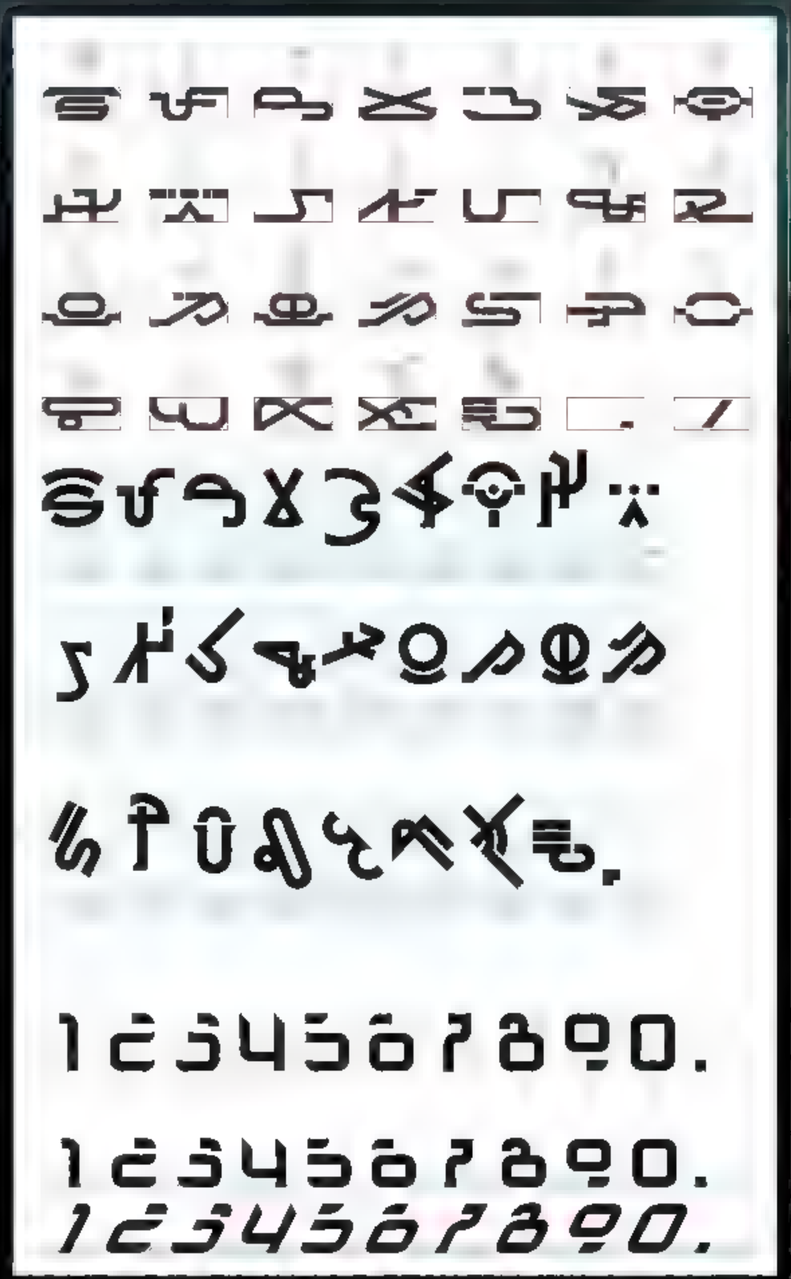
Gran Pulse Town





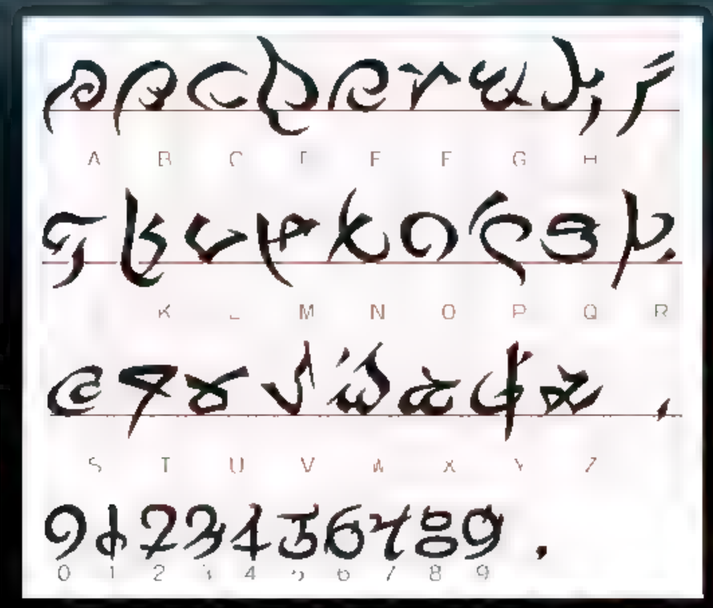
Children

MISCELLANEOUS DEVELOPMENT MATERIALS



Cocoon Script

Characters used on Cocoon. One was made for each letter of the Roman alphabet. There are two types of fonts: the normal font (middle) and the font used for advertising (top). The characters at the bottom are numbers.

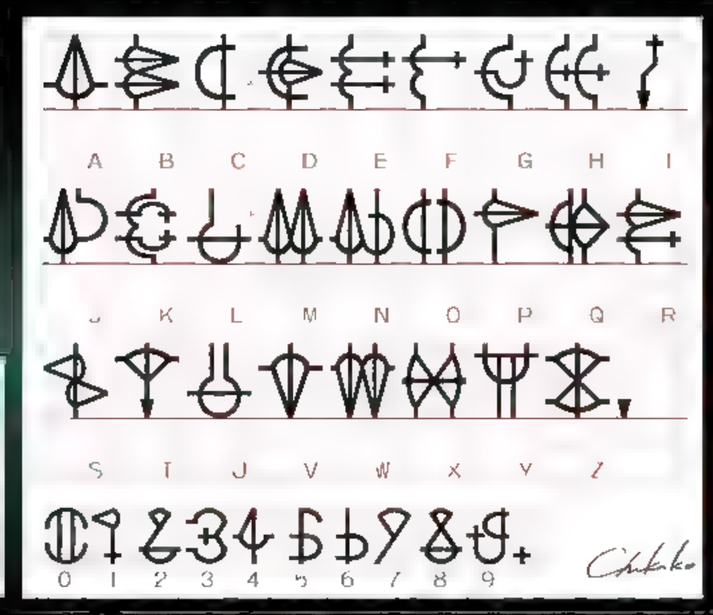


Pulse Script

Characters used on Gran Pulse. Like the Cocoon script, these can be read by replacing them with letters of the Roman alphabet.

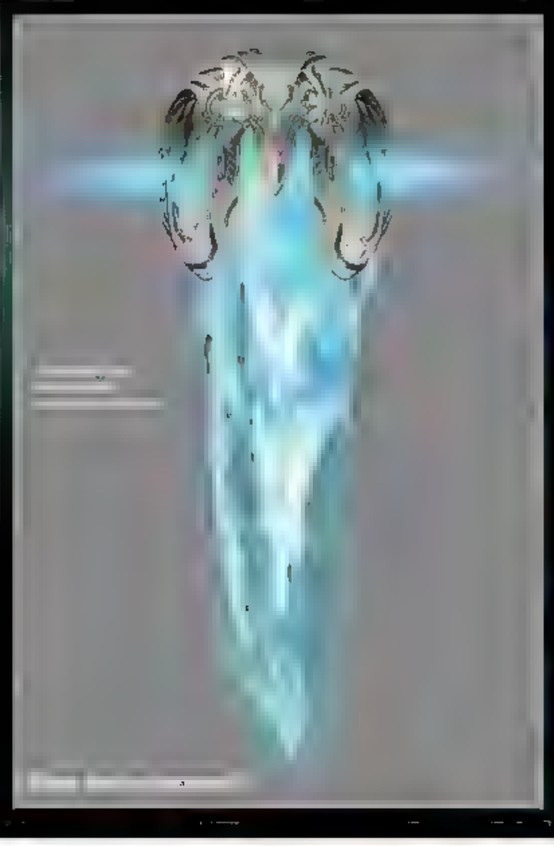
Etro Script

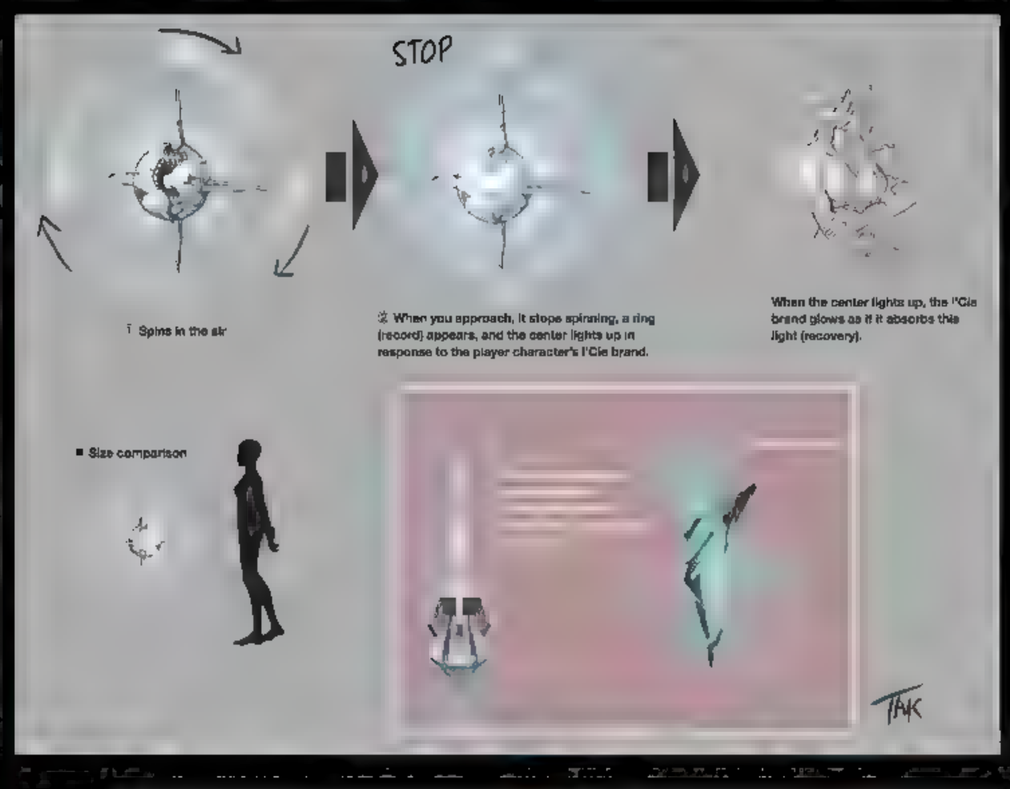
Characters written on the bodies of eidolons and the magic circles that appear when summoning them. This script is composed entirely of arcs and straight lines.

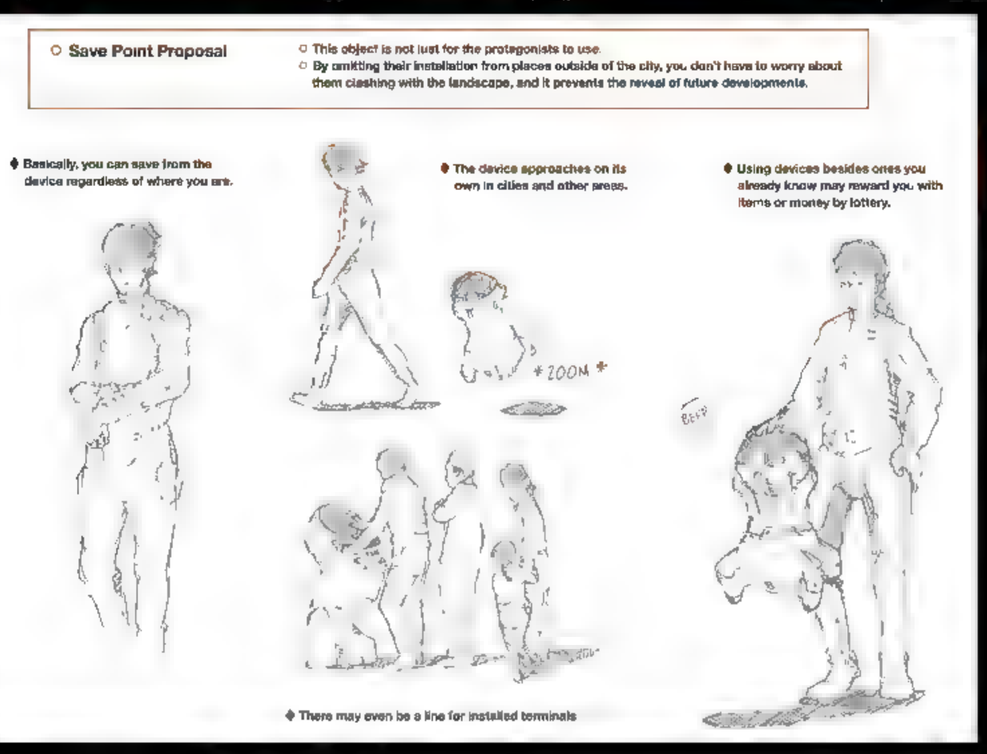


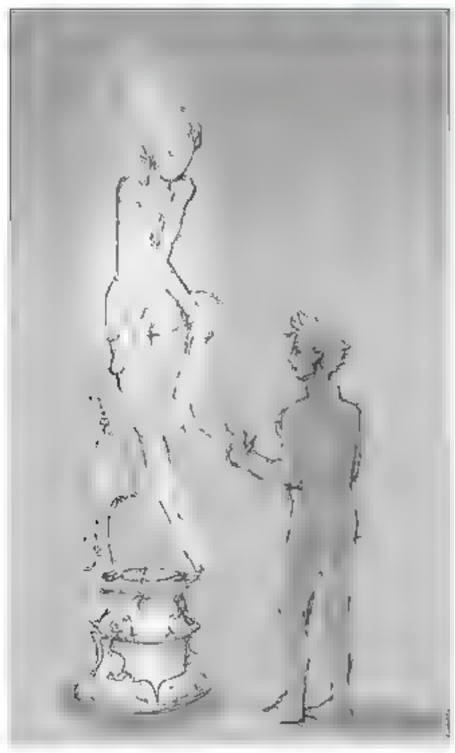
Save Point Idea Compilation

A collection of ideas offered when deciding on details for the save points. There were ideas like a humanoid save point or one that moves around on its own.







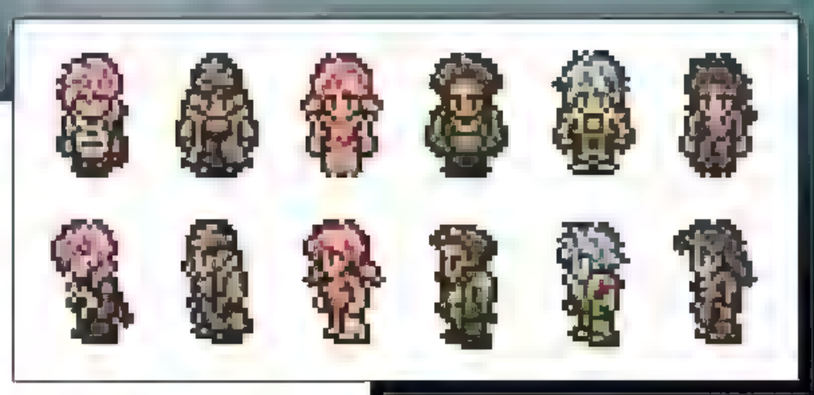


Save Point Proposal 1

A female-shaped effect flutters around in this image. It embraces you when you get close, healing your HP while it saves. In Pulse stages it becomes a male aspect that hovers gallantly.

Sprites

[illegible] not used in the actual game but could be seen in the *Final Fantasy XIII-2* site content called "Mog's *Final Fantasy XIII* Review."



Rank A Expression patterns

	1	2	3	4	5	6	7
Lightning							
Snow							
Vanille							
Sazh							
Hope							
Fang							

※Note: 1. Walk 2. Shocked 3. Crystallized 4. Depressed 5. Wielding weapon 6. Angry 7. Damaged

Rank B Basic

Serah

Dajh

Rank C Basic

Dysley

Nabaat

Ragnarok

Cid

Rygdea

Rosch

Cie'th

Rank D Basic

PSICOM Soldier

Orphan

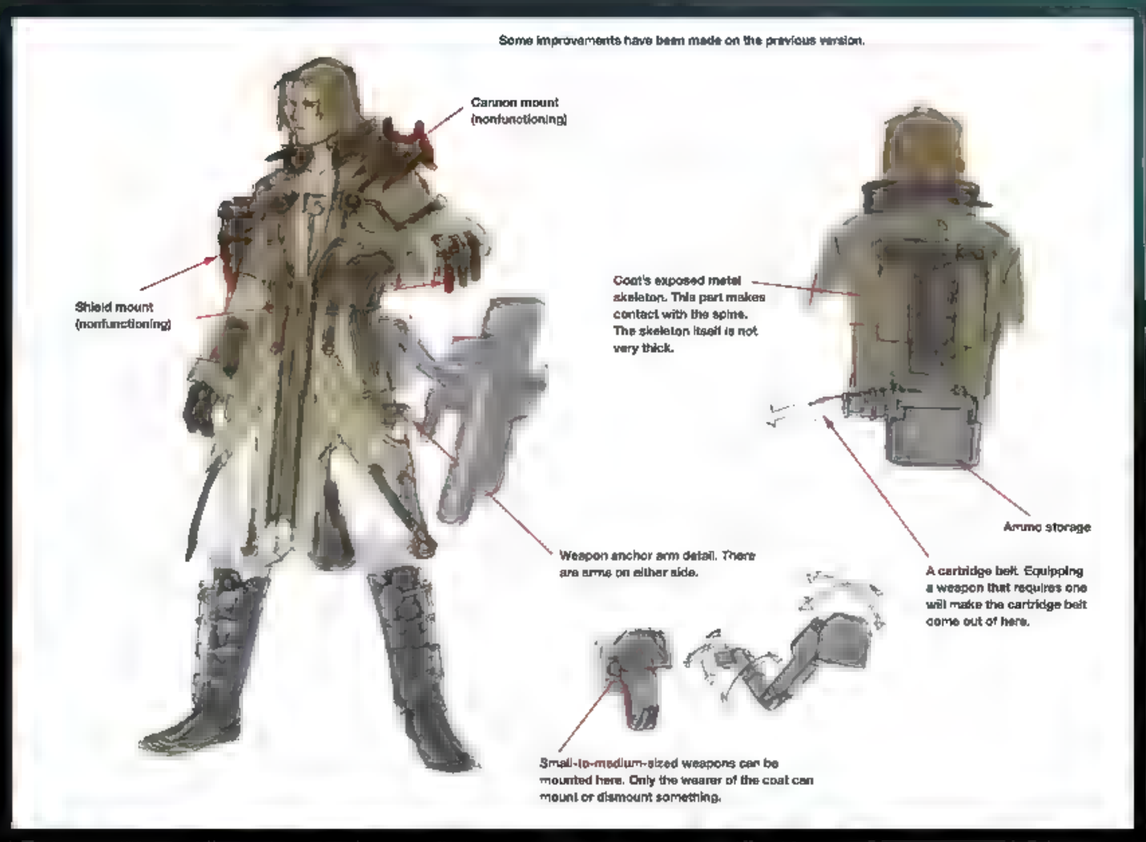
Guardian Corps

Cavalry

Citizen

UNUSED DESIGNS





Sazh Draft

Character illustrations for an early version of Sazh. He was a wild-haired, middle-aged man that could equip weapons to different parts of his coat. His name was Baz at the early stages of development.



Potion

The design for a potion, a well-known *FF* recovery item. The container is stuffed with tablets that dissolve instantly in your mouth. With such a small and portable shape, it's no wonder a person could carry ninety-nine of them.



Lindzei Crystal

CG model of a crystal related to Lindzei, the god who created humans. Its overall shape resembles Lindzei's crest (seen on page 310).



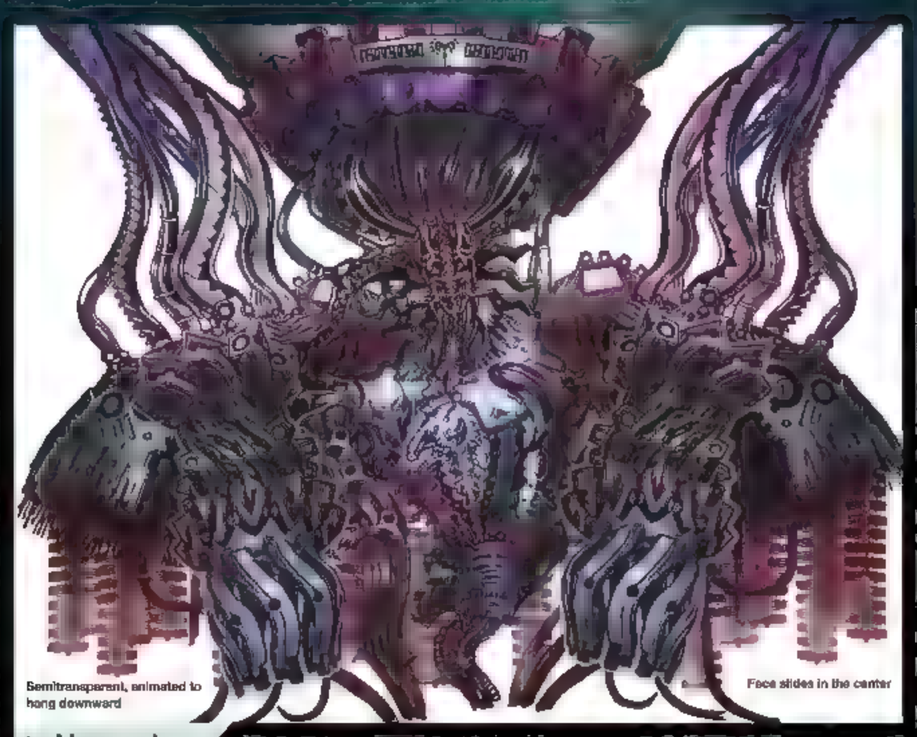
Image Art Proposal

Proposed image art drawn during development. In the end, the image on the left was replaced with the "Lightning and Snow" picture on page 234, while the image below was replaced with "Seated Lightning" on page 233.



Fal'Cie Ideas

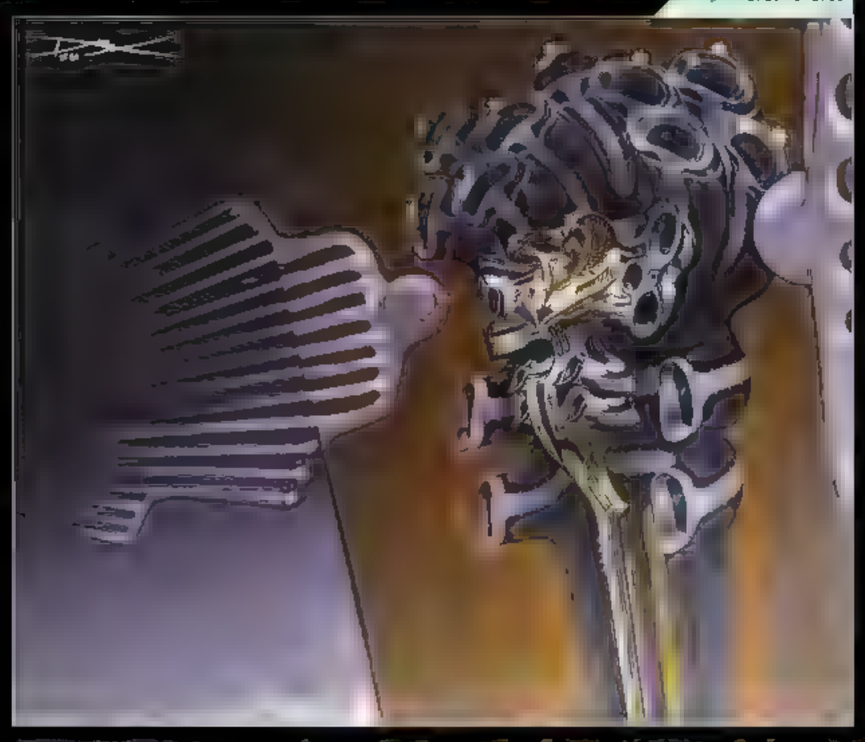
Designs for the fal'Cie that did not appear in game
Ramuh is just as gigantic as the fal'Cie Titan while
Gilgamesh was set to be a product of human hands.



Nemesis



Garuda



Diabolos

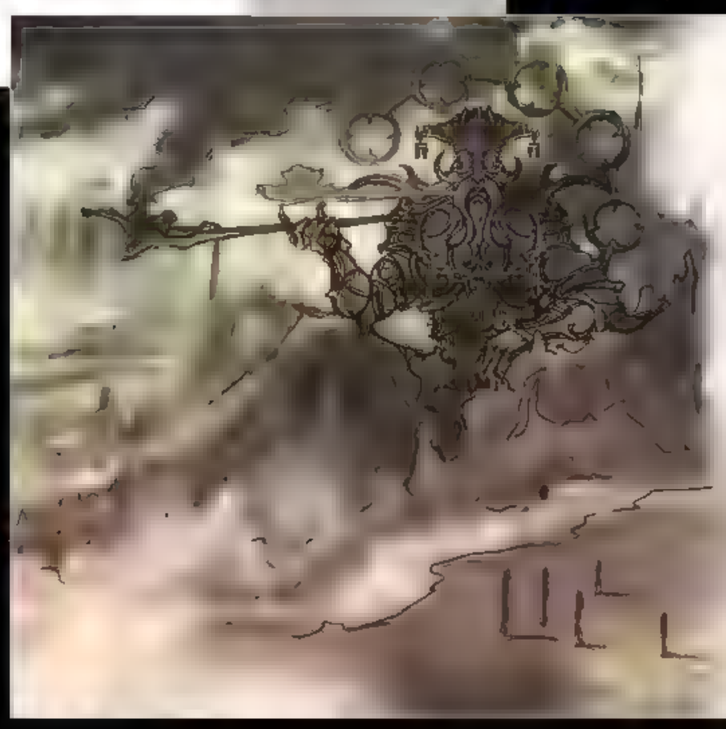
Gilgamesh



Octopus Fal'Cie



Ramuh



Ramuh

in a relaxed pose B ows tobacco smoke crack ing with electr.city When he wakes this short tempered f.ie strikes the mountain w.th both hands

FINAL FANTASY XIII
MEMORIES



The Purge train enveloped in flames signals the beginning of world's end.
–DURING THE OPENING SCENE

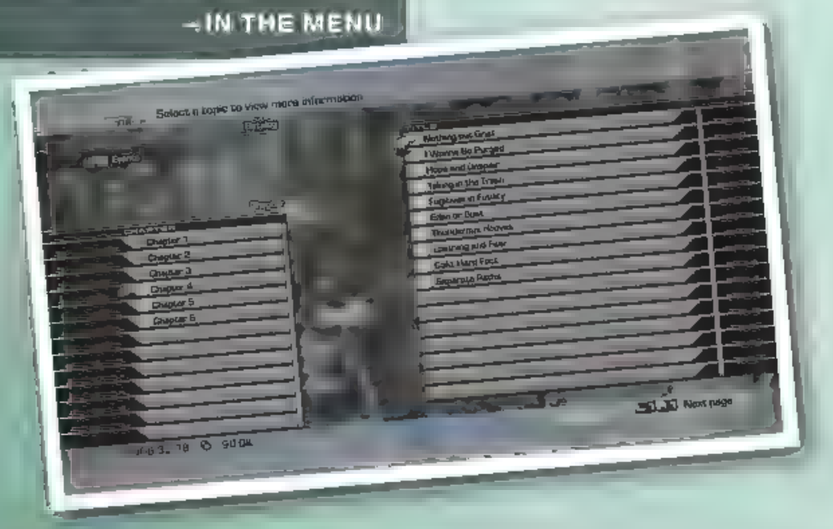
All seems lost taking on Odin's unrelenting "trial", after his sudden appearance.
–AT THE VILE PEAKS





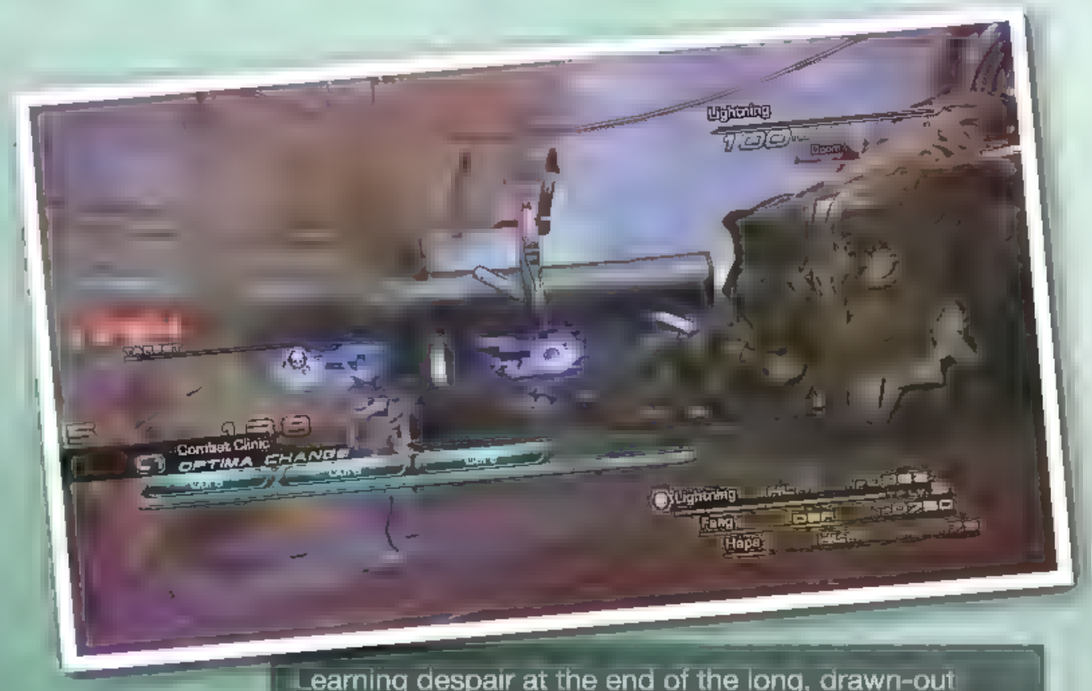
Launching an enemy into the air starts the show! Now's your chance to lay the smack down.
–IN BATTLE

Moving along at an even clip, only to notice a mass of exclamation marks in the Datalog.
–IN THE MENU

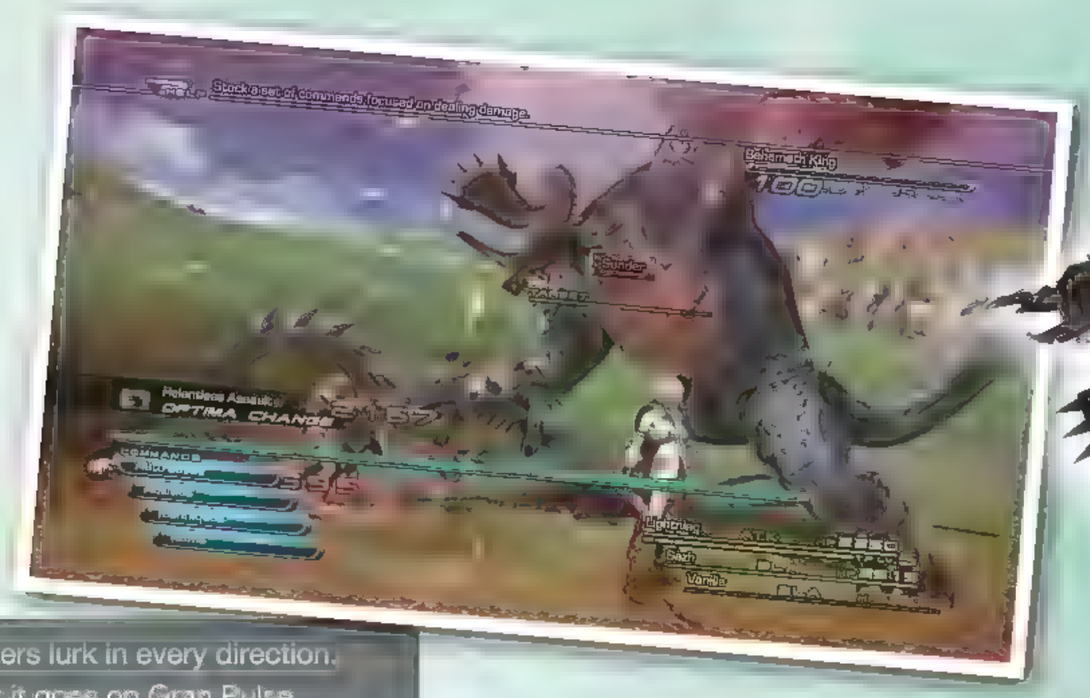




Transforming into bikes or cars with Gestalt mode. These are the eidolons sent by the goddess.
–IN BATTLE

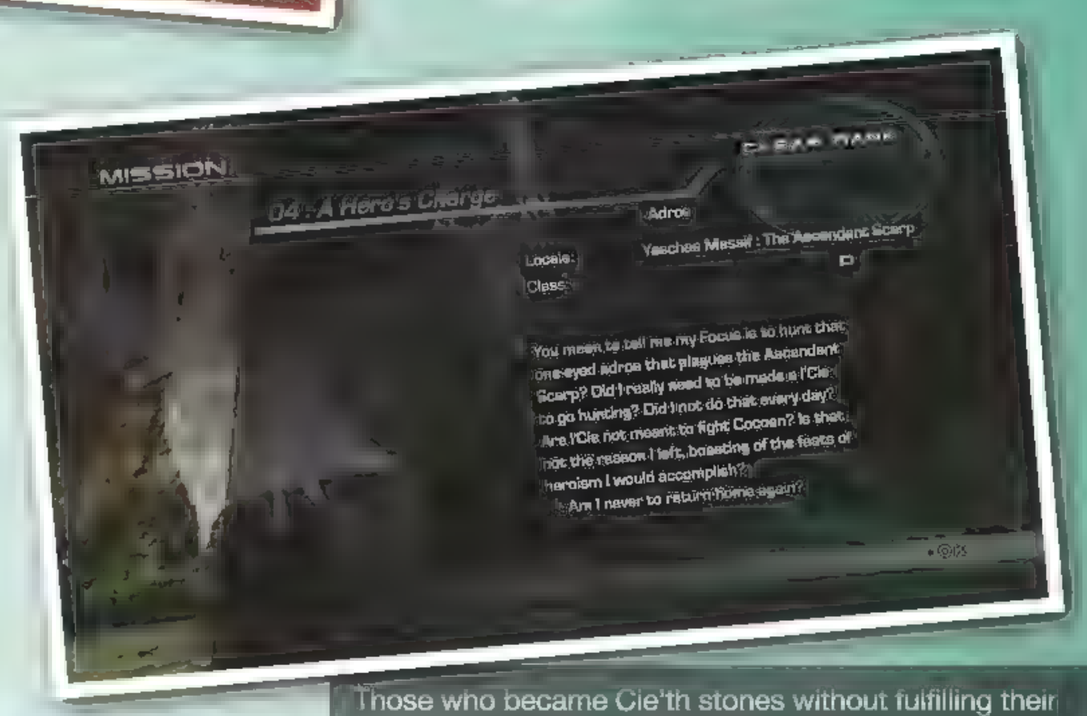


Learning despair at the end of the long, drawn-out battle against Barthandelus thanks to his Doom spell.
–ABOARD THE *PALAMECIA*



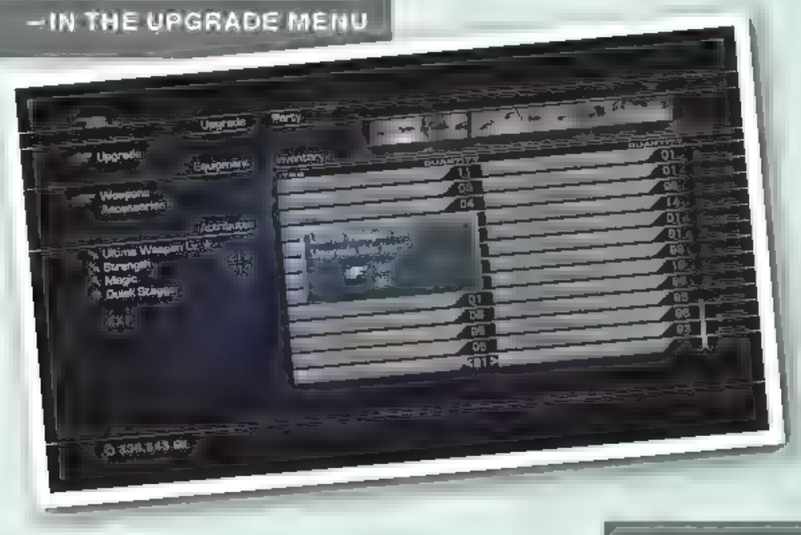


Fiendish monsters lurk in every direction.
This is just how it goes on Gran Pulse.
—ON THE ARCHYLTE STEPPE

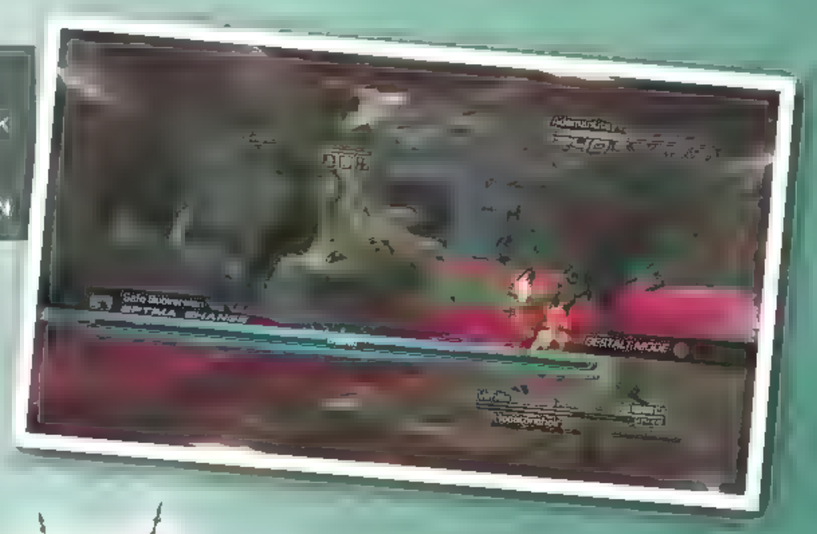


Those who became Cie'th stones without fulfilling their Focus. Some of their tasks are almost menial in nature ...
—AT YASCHAS MASSIF

Scarletite, trapezohedron... Stones paving the road to equipment upgrades.
—IN THE UPGRADE MENU

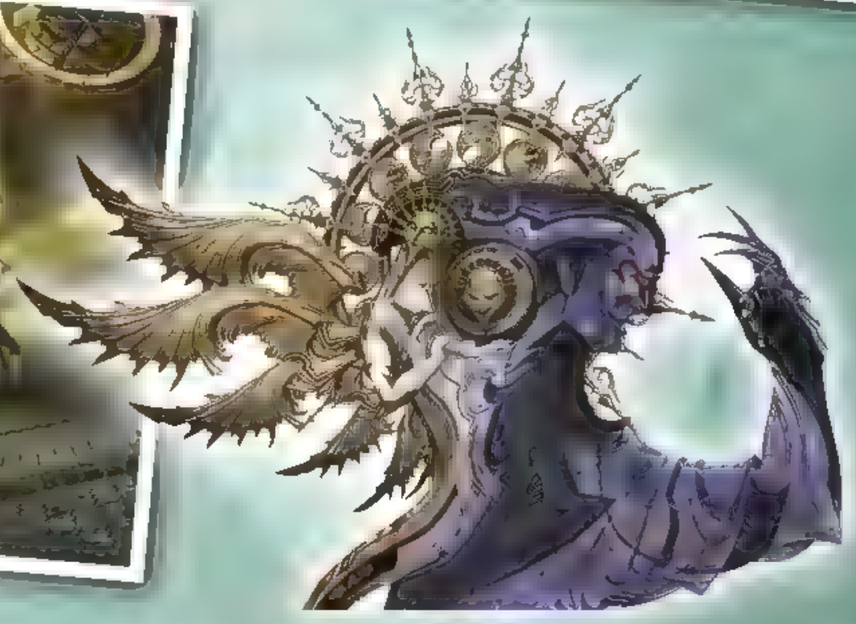


Toppling the target with summons and spamming it with Death. All in a day's work for an adamantoise hunter.
—AT EDEN



Holding out for a miracle, Lightning and friends turn their blades on Orphan.
—AT ORPHAN'S CRADLE









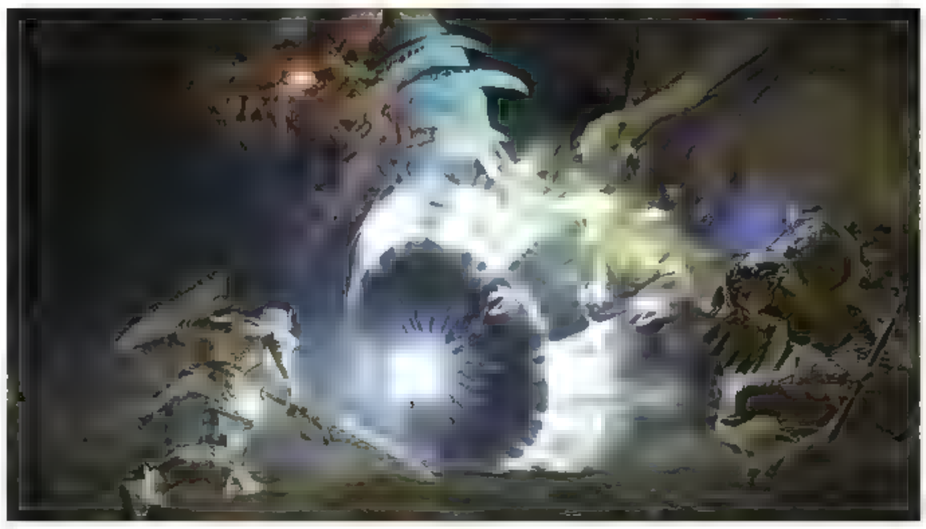
A REALM REBORN®

FINAL FANTASY® XIV ONLINE 新生エオルゼア ファイナルファンタジーXIV



A new online adventure in the world of Eorzea.

The second online RPG in the *Final Fantasy* series, this one based on the Windows platform. In Eorzea, a region composed of a small continent surrounded by islands, players take the roles of Adventurers to craft stories just for them. The story of *Final Fantasy XIV: A Realm Reborn* is set after the world-altering event in the Seventh Umbral Era that occurred in-game in November 2012.



Windows (Limited Edition)

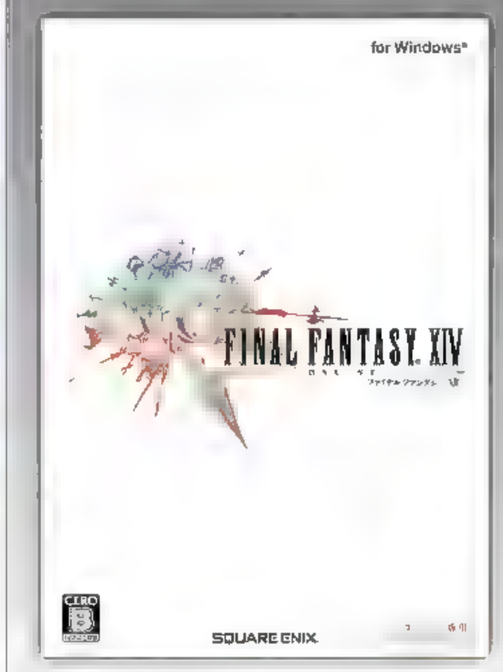
Final Fantasy XIV Collector's Edition



JP Launch Date ● September 22, 2010
NA Launch Date ● September 22, 2010

Windows

Final Fantasy XIV



JP Launch Date ● September 22, 2010
NA Launch Date ● September 22, 2010

Windows (Digital Download)

Final Fantasy XIV



Launch Date ● March 12, 2012
✣ Note: No longer for sale as of September 14, 2012

Windows

Final Fantasy XIV: A Realm Reborn





JP Launch Date ● August 27, 2013
NA Launch Date ● August 27, 2013

PlayStation 3

Final Fantasy XIV: A Realm Reborn





JP Launch Date ● August 27, 2013
NA Launch Date ● August 27, 2013

PlayStation 4

Final Fantasy XIV: A Realm Reborn





JP Launch Date ● April 14, 2014
NA Launch Date ● April 14, 2014

FINAL FANTASY XIV 新生エオルゼア

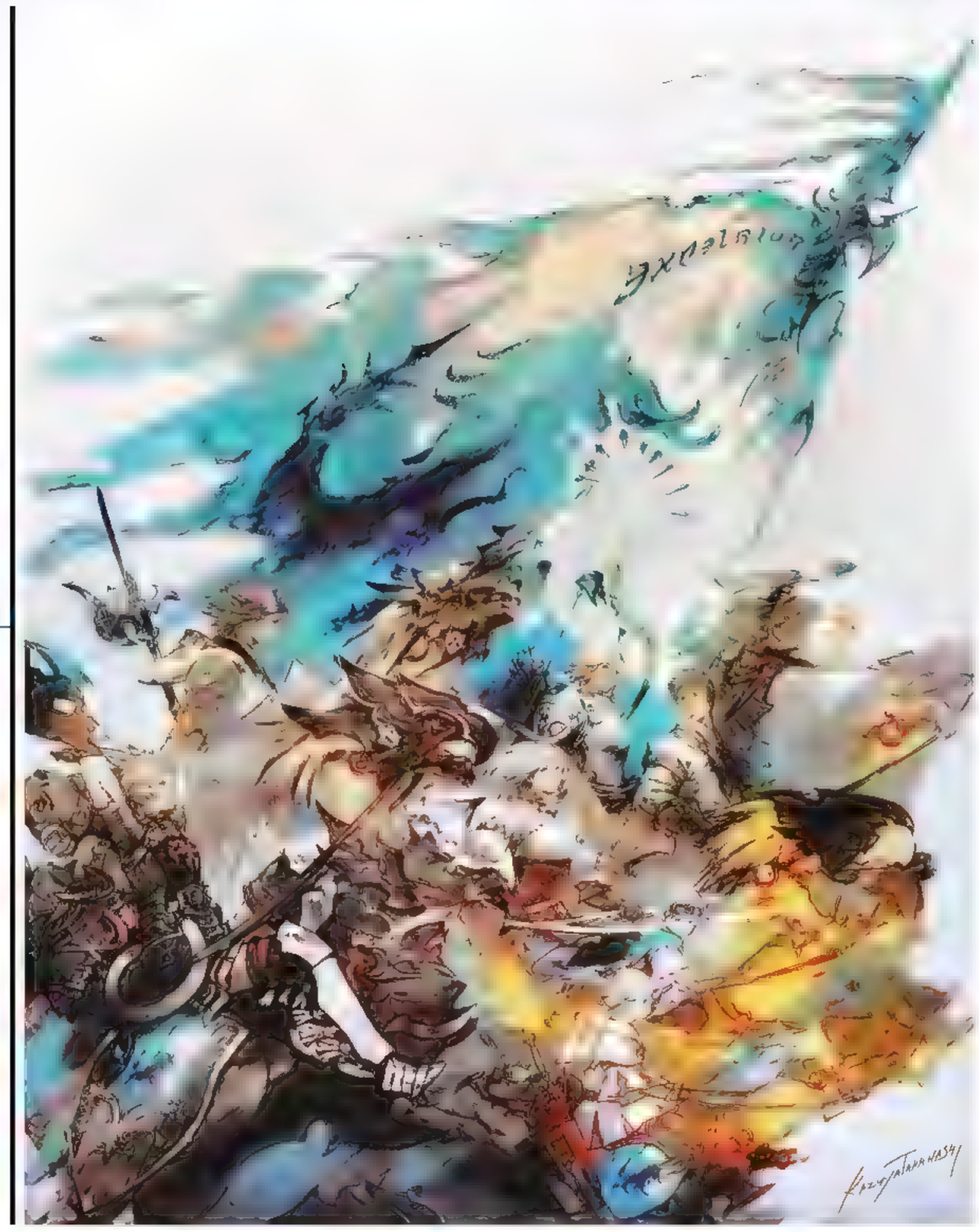
ART

A Gathering of Gods

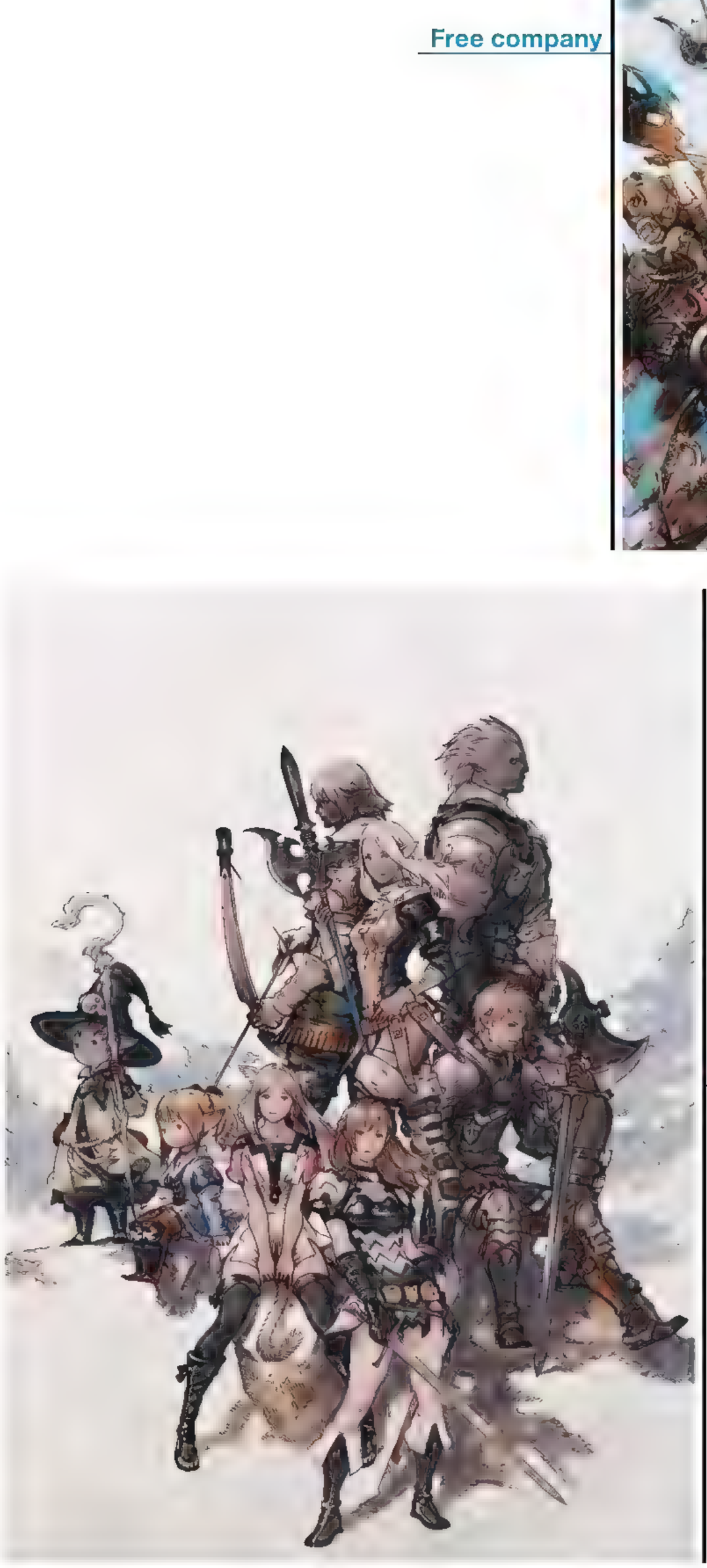




Touched by the Vortex



Free company



Adventurers



FINAL FANTASY XIV
STORY
EPILOGUE

Eorzea, a land blessed by the gods and replete with the power of magical crystals.

Seeking to exploit this resource, the northern empire of Garlemald began their invasion of this land. The city-states of Eorzea made preparations for the looming era of war, establishing integrated headquarters known as Grand Companies that mobilized the military and economic might of their regions.

Meanwhile, an evil plan called Project Meteor was set into motion by Nael van Darnus, the crazed imperial legatus of the Garlean Empire. In this terrible scheme, the satellite moon Dalamud would be pulled from the heavens by an ancient spell, crashing into Eorzea and reducing the land to ash. In response to this crisis, the Grand Companies from each nation join forces to launch the Eorzean Alliance.

Heeding the Alliance's call, Adventurers work together to defeat the mastermind behind Project Meteor. But even with van Darnus foiled, nothing can prevent Dalamud's collision with the planet. The Eorzean Alliance seeks the aid of the Sharlayan scholar Louisoix Leveilleur. Leveilleur joins the Alliance as their tactician, and dares to manifest the power of the Twelve—the pantheon of Eorzean deities—in a mysterious ritual to drive Dalamud back into the skies. The ritual must be performed at Dalamud's point of impact with the planet: the Carteneau Flats at the center of Eorzea.

The fanatical forces of Nael's Seventh Imperial Legion take up camp upon the Carteneau Flats, following Nael's order to guard the place with their lives, but with no knowledge of her true goal. The Eorzean Alliance, bolstered by Adventurers, engages in a final clash against the forces of the Garlean Empire. As the violent struggle progresses, Dalamud makes contact with the planet's atmosphere. The moon's outer crust shatters, revealing the ancient primal Bahamut within. Nael's true goal was to resurrect Bahamut all along.

Reemerging after thousands of years, Bahamut goes on a rampage and unleashes the flames of Megaflare as it flies through the skies. Wielding the power of the Twelve, Leveilleur attempts to protect his forces and reseal Bahamut. Despite his best efforts, he is no match for the terrible might of the primal. With the world on the brink of destruction, Leveilleur uses the power of Althyk—god of space and time and pillar of the Twelve—to send a handful of Adventurers through a dimensional rift.

It is them to whom he entrusts the future of Eorzea . . .



FINAL FANTASY XIV
A REALM REBORN

STORY

PROLOGUE

Eorzea, a land known historically as a cultural sphere, composed of Aldenard—the westernmost of the three great continents—and its surrounding islands. A mountainous zone of raging snowstorms to the north and a desolate desert to the south. Despite this harsh environment, the Aether-rich continent and bountiful crystal veins draw both man and monster alike to its shores. This ruthless and robust land cycles between periods of prosperity known as Astral eras and periods of ruin known as Umbral eras, carving out its history in the process.

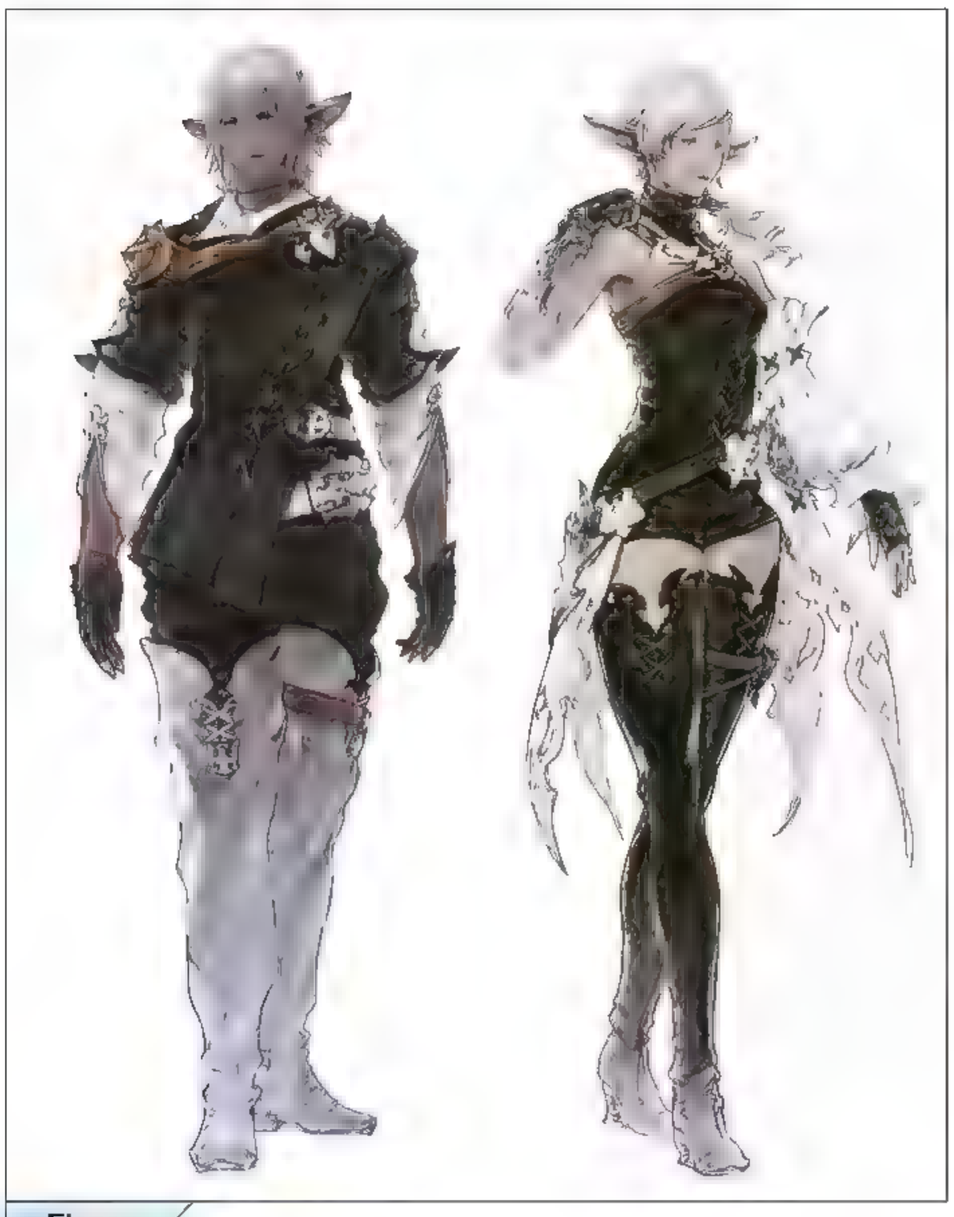
The First Umbral Era ended the time of the gods, and the First Astral Era brought about the first age of man. From that time, calamity has descended upon this land on six different occasions. Each of these calamities was characterized by one of the six elements, making people believe that all of the calamities had ended and that the Sixth Astral Era would last forever. But when the mad imperial legatus of the Garlean Empire, Nael van Darnus, invaded from the north, she executed Project Meteor, bringing about the seventh calamity and ushering in the Seventh Umbral Era. This was the end of everything . . . and yet, it was also a beginning: the birth of a new realm. Now the Adventurers must rise, entrusted with the hope of bringing about the Seventh Astral Era, and with it, a new age of prosperity.

RACES AND CLASSES

Illustrations of the different races that act as player avatars. The Miqo'te man and Roegadyn woman are the first selectable player characters in *A Realm Reborn*. Highlander women were also added as one of the Hyur clans.



Hyur



Elezen

Lalafell



Roegadyn



Miqo'te

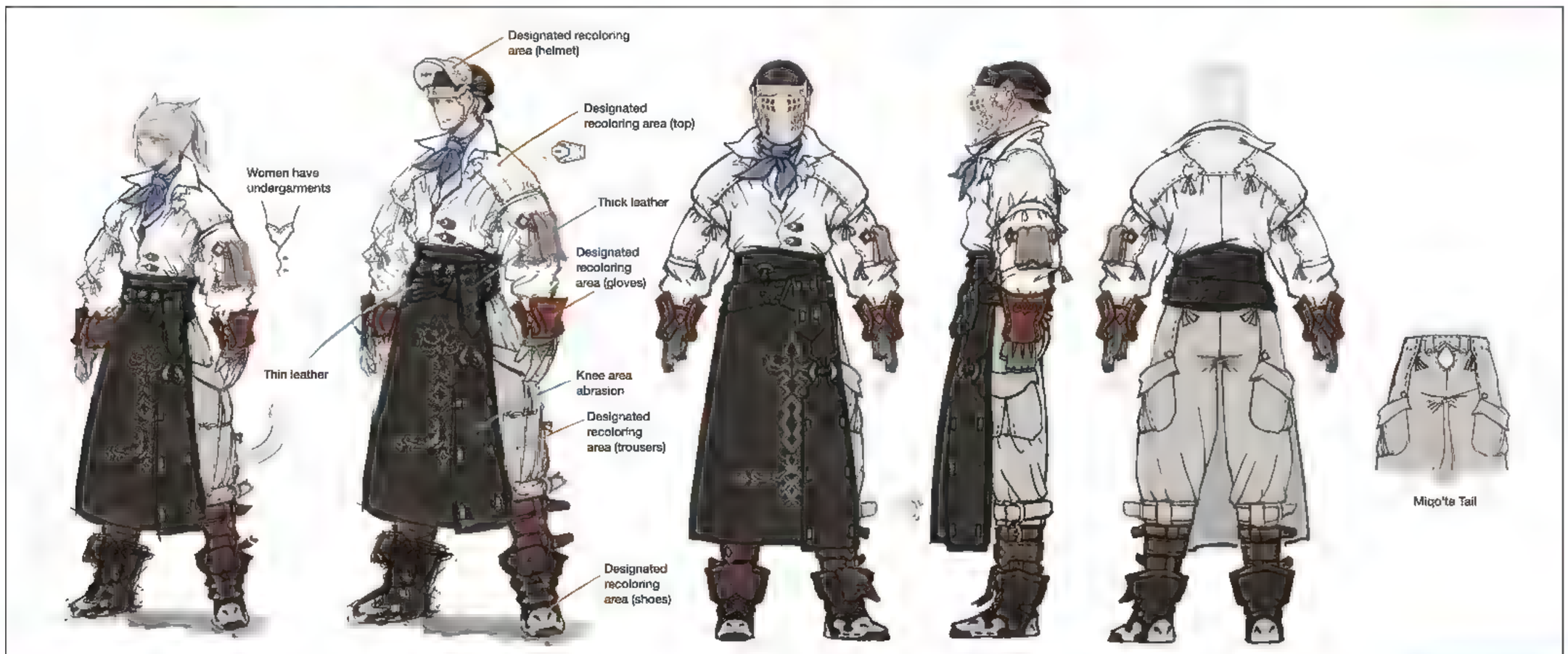




Arcanist



Summoner



Armorer

Botanist



The occupations taken on by Adventurers are sorted into two categories: classes, which they can change to suit the situation, and jobs, which are highly specialized for distinct roles. The Arcanist class and Summoner job were added to *A Realm Reborn*. The Armorer and Botanist are examples of several classes focused on crafting and gathering.

PRIMALS AND MONSTERS



Odin, the Dark Divinity



Ramuh, Lord of Levin



Garuda, Lady of the Vortex



Leviathan, Lord of the Whorl

Many of the primals worshiped by the beast races take their names from different summon beasts of the *Final Fantasy* series. Several of the primals emulate the designs of avatars, summon beasts from another *FF* MMORPG title, *Final Fantasy XI*.



Ifrit, Lord of the Inferno

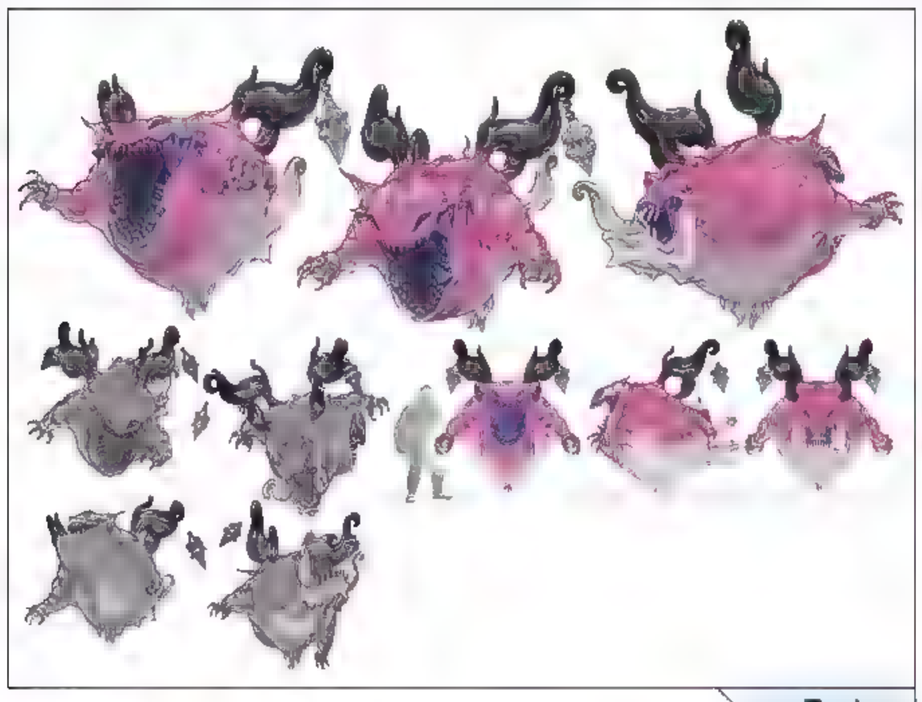


Titan, Lord of Crags



Bahamut, the Dreadwyrm

Typhon



Siren



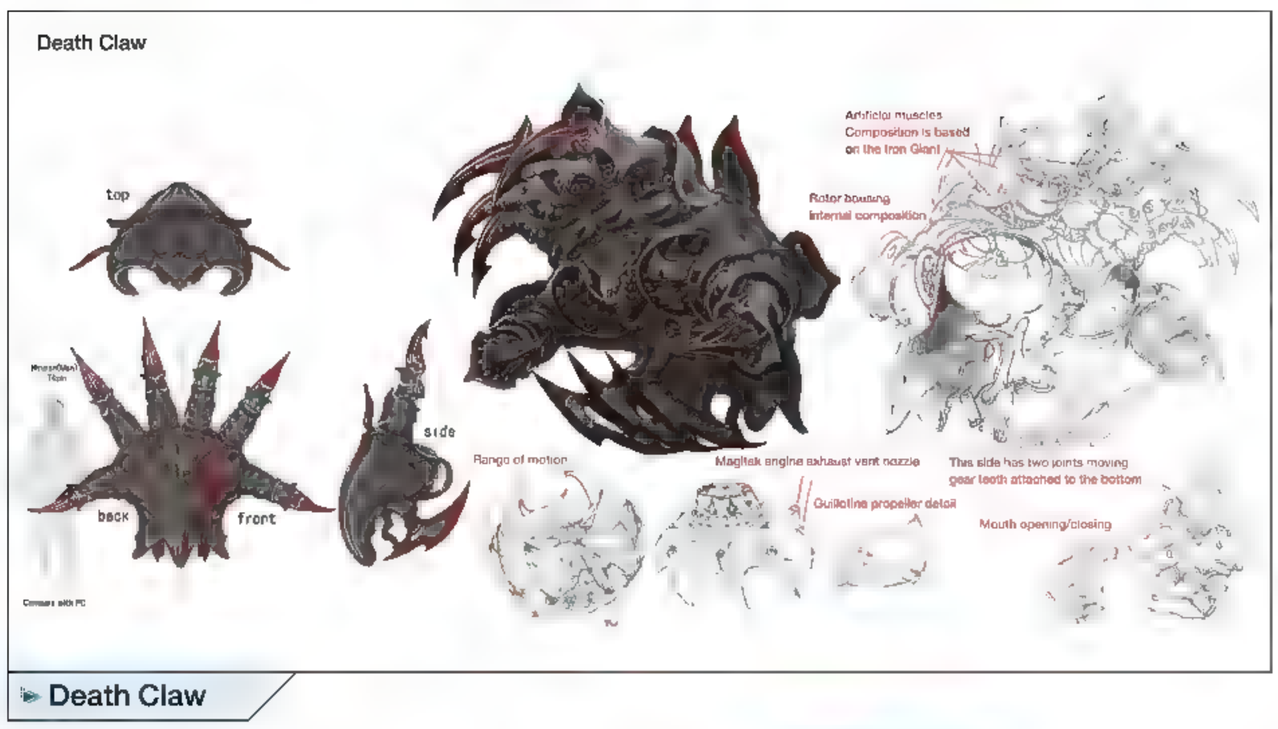
Tiamat



Amon



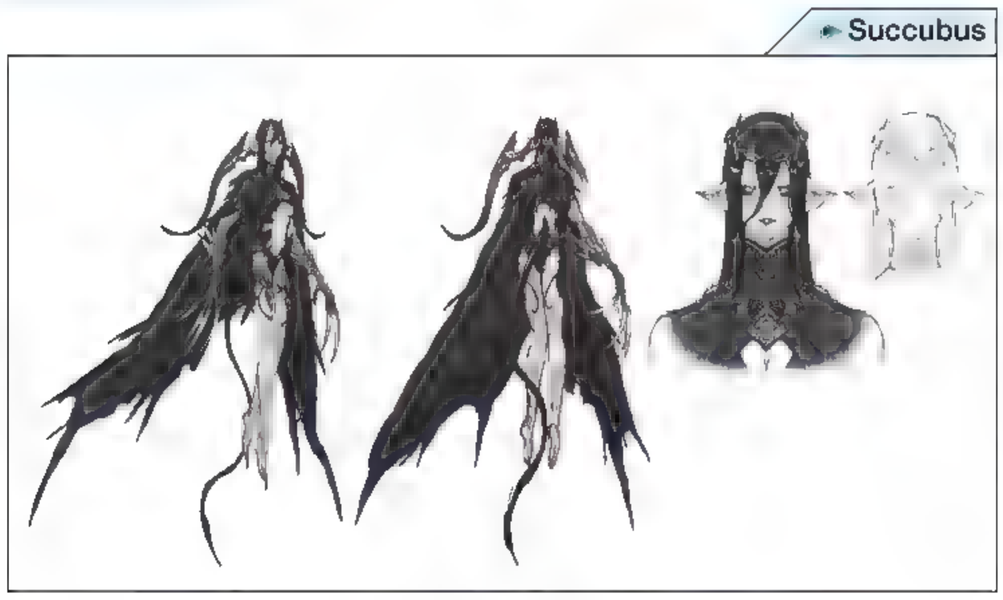
Death Claw



Death Claw

Various elements from the series appear in *A Realm Reborn*, such as the Crystal Tower from *FFIII* and the Gold Saucer from *FFVII*. Amon is a monster that originally appeared in the Forbidden Land, Eureka, from *FFIII*, and his design is a fleshed-out version of his look from that title.

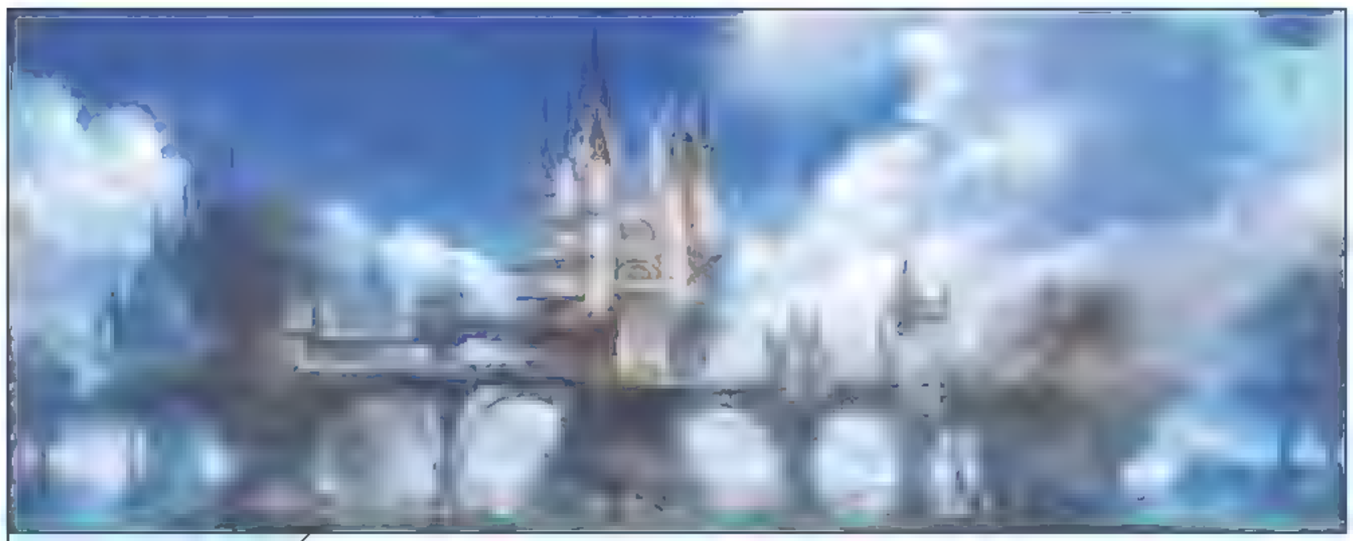
Succubus



Fenrir



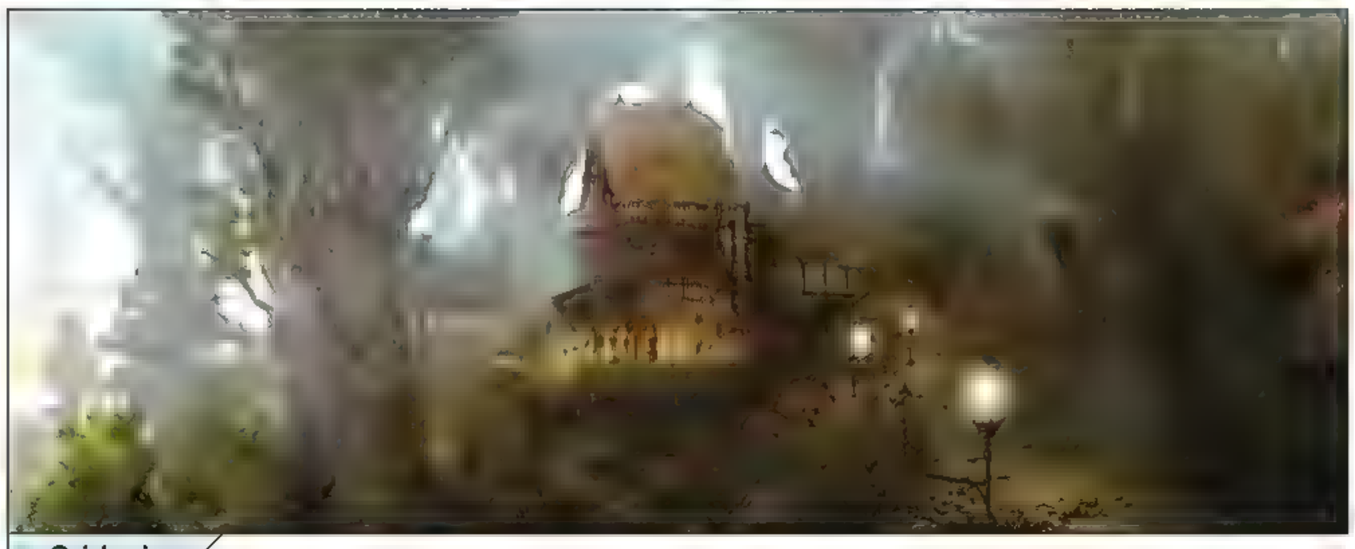
LOCATIONS



Limsa Lominsa



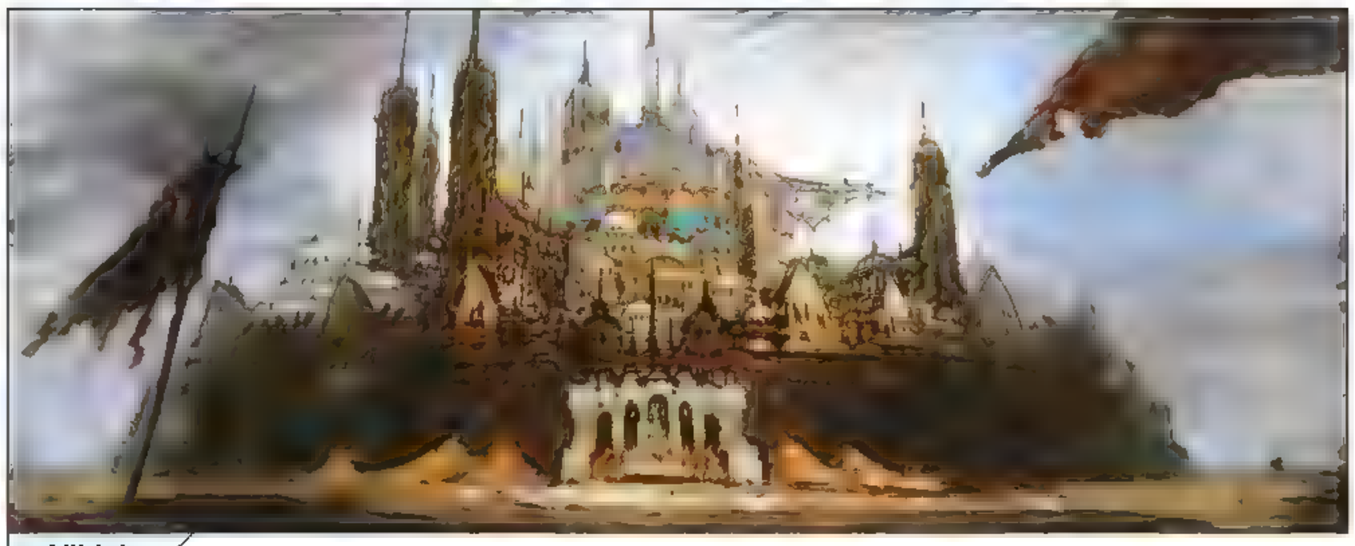
Limsa Lominsa Flag



Gridania



Gridania Flag



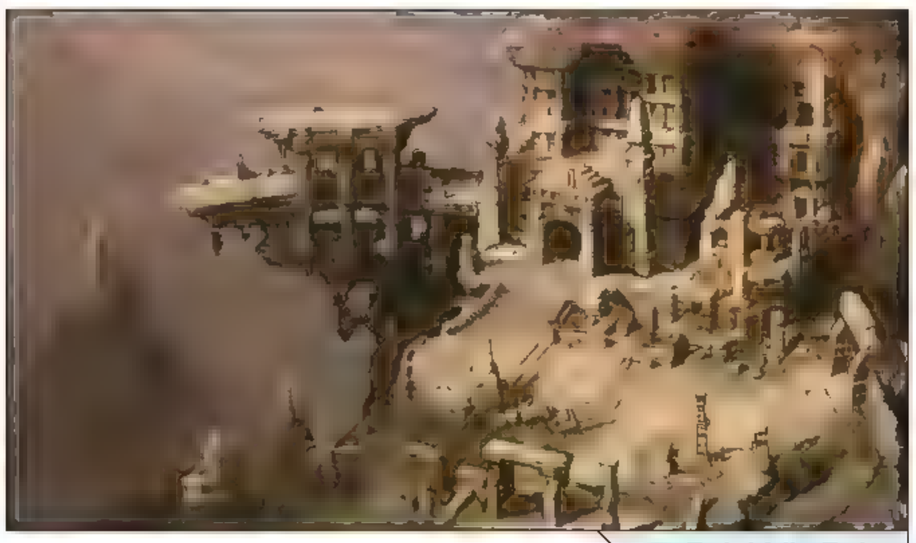
Ul'dah



Ul'dah Flag

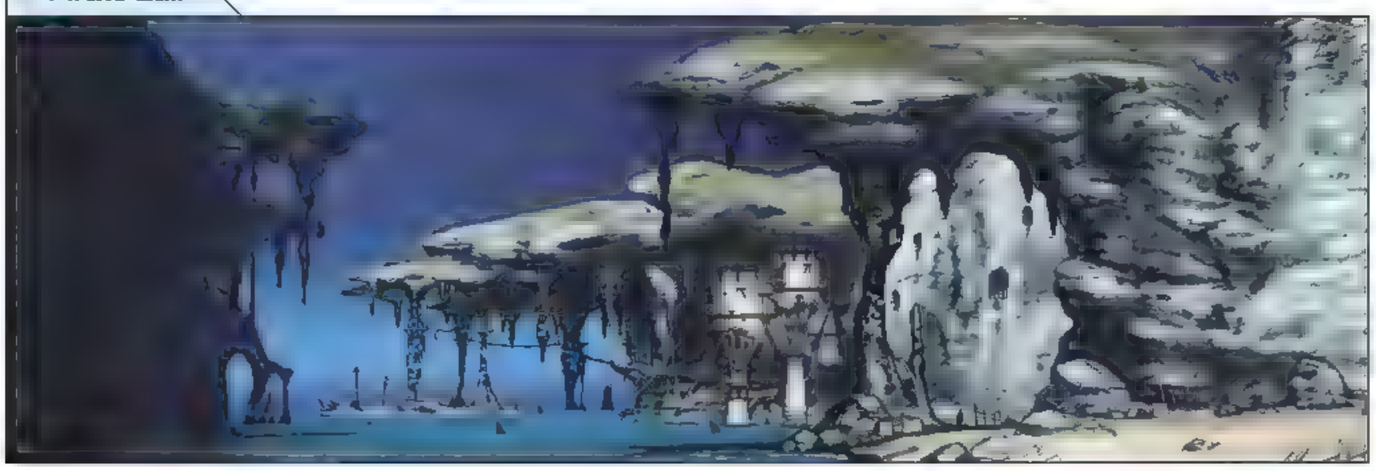


Gridania Area Gate



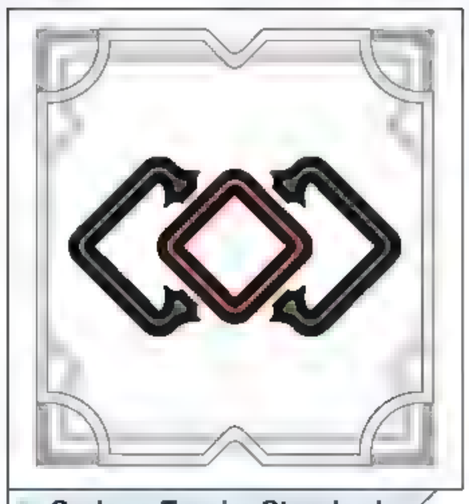
Belah'dia Ruins

Pirate Lair

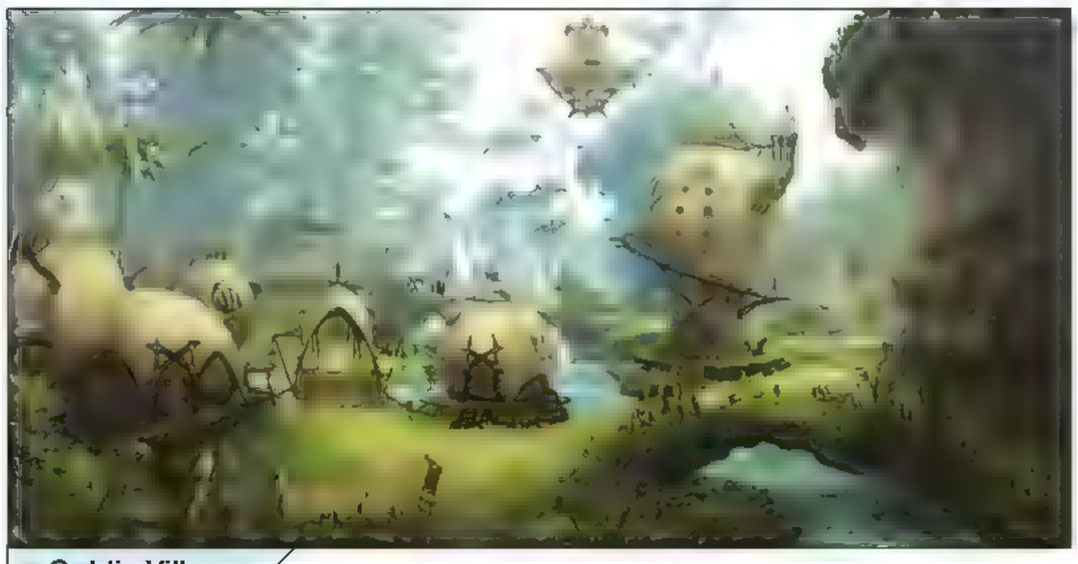




Amalj'aa Tribe Standard



Garlean Empire Standard



Goblin Village



Shipyard NPC Residential Area

Ishgard Stronghold



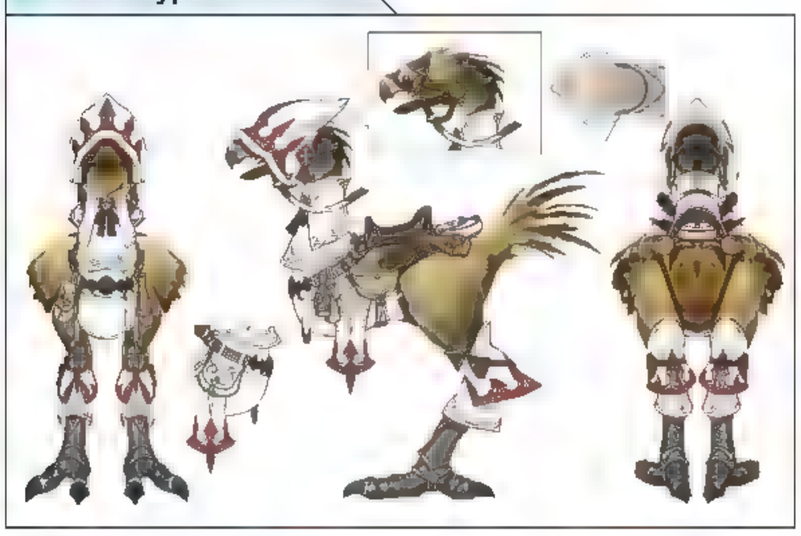
Chocobo Ranch



Attacker-Type Chocobo



Healer-Type Chocobo





Special Chocobo

Caster-Type Chocobo



In *A Realm Reborn*, players can bring their own chocobos into battle and raise them into various types. Healer types bear equipment with a White Mage motif, while Caster-type equipment reflects a Black Mage theme.

CREATORS' VOICES

Twenty-five years of *Final Fantasy**, Vol. 3

DAISUKE WATANABE 渡辺 大祐

Final Fantasy X—Scenario Planner
Final Fantasy X-2—Scenario
Final Fantasy XII—Scenario
Final Fantasy XIII—Lead Scenario Writer
Final Fantasy XIII-2—Lead Scenario Writer
Dissidia Final Fantasy—Scenario

I still remember that night in December 1988, clear as day.

I was a third-year student in junior high school, sitting in the corner of my living room as my father held a drinking party with some friends he'd invited over. I didn't like being surrounded by drunk people, but the game I'd been waiting for had gone on sale that day, and my Famicom was set up in the room.

Holding back the desire to play it right then and there, I thumbed through the instruction manual. Kneeling down and switching on the power, my father called out to me.

Father: "Say, what game is that?"

Me: "It's called *Final Fantasy II*."

Father: "Why call it 'final' if it's the second one?"

Fair enough. The irony of that title makes for an acceptable punch line. "He's sharp for a drunk guy," I thought, impressed by my father's wit, but our conversation ended there. The sudden assault and destruction at the hands of Palamecia in the opening, joining the Rebel Army, and the term "Wild Rose . . ." I was drawn into these rapid developments, which were like nothing I'd ever seen before.

I got sucked into this series without any heed to what they meant by "final." Before long I learned that *FF* was synonymous with the ultimate fantasy.

Ten years later, I'd have another brush with the meaning of "final."

I got my first opportunity to work on the *Final Fantasy* series as an assistant on *Final Fantasy X*'s scenario. "I did it! I get to work on *Final Fantasy*!" I exclaimed, but this joy was met by an equally deep insecurity over whether or not I was the man for the job.

I've always had a bit of a negative personality, and my head filled with what felt like a never-ending stream of doubts about my self-worth. In the end, I thought this would be my first and last foray into the series, making this my own "final" experience. Boy, talk about a Debbie Downer.

And yet, as I joined the development team with trepidation in my heart, I realized that I wasn't the only one with a sense of finality on the brain.

Everyone had their own reasons, but more than a few of the staff thought this might be their last chance. "I won't let it end here!" "If this is my last chance, I won't have any regrets . . ." This feeling gripped the development team and fueled all of us to do the best job we could.

When Tidus states "This may be our last chance" at Zanarkand, those words resonated with a good number of us on the team.

This is how we were able to complete *Final Fantasy X*, and thankfully the game was met with a ton of support. Thanks to this, I felt like I could finally give my own answer to the quandary that had gripped me since that fateful night in 1988.

That is, what the "final" in *Final Fantasy* truly means. "Final" as in last chances. There is no promise of an ultimate accomplishment from the get-go. It is preparing for and taking on this last chance that lets you finally grasp it in the end.

Thanks to the support of our many fans, the *Final Fantasy* series has arrived at its twenty-fifth anniversary.

Even so, no one knows what will happen from here. They say everything eventually comes to an end. At the same time, they say every ending is a new beginning. When one thing ends, something new shows up to take its place, I suppose.

Final Fantasy is, in a sense, the ultimate fantasy. Fantasy is fleeting; not clinging to antiquated trappings, it constantly gives way and morphs into something new. As long as we remember the expectations of our eager fans, and work hard to meet them, developer and customer alike can ring in fifty, even a hundred years with an incredibly fresh feeling.

I'll embrace such a fantasy with everything I've got.

AKIRA OGURO オグロ アキラ

Final Fantasy IV—Image Illustration (DS version)
Final Fantasy IV: The After Years—Image Illustration
Final Fantasy X—Chief Storyboards
Final Fantasy Dimensions—Character Design, Image Illustration
Final Fantasy: The Spirits Within—Storyboards

Congratulations to *Final Fantasy* on its twenty-fifth anniversary.

Back when we were working on *Final Fantasy X*, I remember working myself to death in the final stages of development, from the end movie storyboards to the layout movie work.

I'm looking forward to seeing what *Final Fantasy* brings to the world at the fifty-year mark. Uh, will I even be alive then?!

ISAMU KAMIKOKURYO 上国料 勇

Final Fantasy X—Gadget Art Designer
Final Fantasy XII—Art Direction
Final Fantasy XII: Revenant Wings—Art Supervisor
Final Fantasy XIII—Art Director
Final Fantasy XIII-2—Art Director

Before I entered this company, I listened to "Eyes on Me" from *Final Fantasy VIII* on the radio at my part-time job at the plant. I remember being impressed that such a great song would be used for a video game.

I was still inexperienced by the time I worked on *Final Fantasy X*. There was so much I didn't know about video games, from basic fundamentals to mindsets regarding design. Every day was a real challenge. I could still pull all-nighters around that age, so I put my body through hell.

There were many experienced designers on *Final Fantasy XII*, so it was pretty intense. Almost everything I thought I was capable of was put into question, and I had to start over from the ground up. The baseless confidence I held due to my youth was completely torn to bits! It was a really valuable experience for me.

By the time I worked on *Final Fantasy XIII*'s development, I'd started to understand the difficulties of art direction, as well as the hardships and limits that come with making something new while respecting the established rules of game creation passed down to me.

These days it's natural to have a space in your company to try out new ways of thinking and creating, but that was still pretty hard to do back then. I worked on the title like a guy anxiously fumbling around in the dark.

Congratulations on the twenty-fifth anniversary of the series. I will continue to work hard, knowing how many fans out there await our newest creation.

TAKEO SUZUKI 鈴木 健夫

Final Fantasy X—Monster Animation
Final Fantasy XII—Lead Animation Designer
Final Fantasy XIV—Lead Designer

Congratulations to *Final Fantasy* on its twenty-fifth anniversary.

The first *Final Fantasy* I ever worked on was *Final Fantasy X*, in the summer of 2000. At the time I threw myself completely into the characters as an animation

* The comments from development staff in this section were published on the Final Fantasy 25th Anniversary portal site between May 30, 2012, and December 31, 2012. Comments were posted for limited times, in order of the games they were involved in.

designer, and I remember the hardship that came with shifting development from the PlayStation to the PlayStation 2. As happy as I was for the remarkable growth in expressive power afforded by the increase in skeletons and frames, I lacked the technique necessary to use this to its fullest potential. In addition to animation, I tried making use of expressions (a programming term) and creating plug-ins for Softimage 3D (development software) in C programming language. Every day was fraught with trial and error. But thanks to this we were able to make several enormous monsters appear, so this project left me with a deep sense of fulfillment.

After that I was moved onto the *Final Fantasy XII* team to work on preproduction like I'd always wanted. There were a lot of new challenges on this project as well, so once again I had a fair bit of trouble. I was credited as lead animation designer in the staff roll, but at the time there were many animators more remarkable than I was. Instead of making the animations myself, I concentrated on management, character control structures, memory allotment formulation, and preparing the animation production environment. Almost all of these duties were new to me, taking quite a bit of time to accomplish and causing more than a bit of waste. But all of the designers, programmers, planners, and sound people around me were versatile people, and with their cooperation we were able to hash out everything one by one. Thanks to this, I think we ended up with a perfect game the likes of which we'd never seen before. From an animation standpoint, I think we made the most tasteful and sensational pictures at the time.

And now, we're working on *Final Fantasy XIV*. As lead designer on *A Realm Reborn* I work not only on animation but also on all aspects of the graphics. I strive to make sure everything flows smoothly, and once again I'm working hard on many aspects outside of my element. But it is thanks to those hardships that I'm starting to feel the results little by little. I can see the reborn version of *Final Fantasy XIV* taking shape, and I hope everyone looks forward to the results.

I've only been involved in three different *Final Fantasy* titles, and looking back on the experiences, all I can remember is hardship. But the joy of being a developer lies in taking on various challenges, creating a new product amid said hardship, and making something everyone can enjoy. In that sense, the last twelve years have been enjoyable ones for me.

I'll continue to take on these challenges as they come, so please continue to give your support to the *Final Fantasy* series you all know and love.

MIZUKI ITO

伊藤 泉貴

Final Fantasy XI—Director

Twenty-five years have already passed. I played *Final Fantasy* for the first time in elementary school. Falling in love with its game play, I had a childish dream of becoming a game creator and making this type of game someday.

From there, I'd say about twelve years passed. I hadn't given up on my wild idea of becoming a game creator, heading to Tokyo and beginning a life of part-time work toward the goal of becoming a scenario writer.

Still, I was drawn toward the things I like and chose a part-time job remotely connected to the gaming world. I worked as a game tester and, from there, assistant to a game director. Little by little I learned how to tinker with different game parameters, and I thought how time flies when you're having fun.

Massively multiplayer online games were taking off around that time, and even I was enthralled by the possibilities and freedom of the genre. Another wild dream gripped me: "Wouldn't it be great if they made a *Final Fantasy* MMO?"

It was around that time that my employer decided to withdraw from the gaming industry, robbing me of a job that allowed me to chase my dream and bringing me back to reality.

And here I was, so close . . .

I still aspired to make tons of interesting games in the future . . . Faced with this reality, I thought I'd have to give up on my dream . . . but no! I realized I couldn't let go of the dream I'd pictured in my youth, and in turn, that dream came to meet me halfway

If memory serves, this opportunity came through *Famitsu* magazine. In there, I found a recruitment ad for part-time work on *Final Fantasy XI*. This was just around the time I quit my job.

I nervously accepted an interview with producer Hiromichi Tanaka and director Koichi Ishii. At the time they explained things I didn't quite understand, such as pass data that allowed monsters to walk within the server. Still, I was ready to do just about anything.

When I received notice of my employment I jumped for joy, just about knocking the roof off of my cheap lodgings. I felt like my interrupted dream was back on track. Not only that, but I got to work on the *Final Fantasy* MMO I'd imagined before. "Dreams really do come true if you persevere . . ." That's what I came to believe. I wouldn't have had this chance if my previous employer hadn't left the industry either, so this felt like fate.

At the time I had no idea how hard it was to create pass data, and the years that followed really sucked the life out of me . . .

To my childhood self, *Final Fantasy* was the start of it all. I sprouted and grew along with the series itself, and over twenty-five years the fruit that is my labors has been harvested. It took more than a few coincidences to get me here, but I'm happy to have my hard work bear fruit in this series.

Please continue to support the dreams of us staff and the *Final Fantasy* series that makes up so much of our lives.

YOJI FUJITO

藤戸 洋司

Final Fantasy XI—Associate Director

For me, *Final Fantasy* is an awful game that destroys future plans.

The stuff you read in game magazine articles just scratches the surface; a richer world lurks deeper within. Their battle systems connect what you should do with what you should think about, allowing you to digest a great amount of depth in a simple form. Thinking about this combination is so fun that before I know it, the sun's coming up . . .

Final Fantasy lets you get a glimpse of this marvelous and fascinating parallel world, almost like a magic weapon that cleaves the barrier between dimensions. The worst part about it is that this magic weapon that lets you peek into other worlds is fueled by the time I would've used for sleep. How awful is that?!

And even when I'm finally ready to put it down, *Final Fantasy* isn't done with me. It follows me into my dreams! The magic weapon is actually cursed . . .

But as I continued playing games with this awful pull, my interest shifted from the games themselves to the people who made them.

How can the developers of these games form something I can't imagine on my own? I wonder what kind of people make them?

It's been about twenty years since I was driven by such curiosity. As fate would have it, I've come to work in development at this company.

Final Fantasy XI has been my only experience with the *Final Fantasy* series. And just like the others, this title has presented quite a danger to me . . .

FFXI players should know what I'm talking about: It feels like there's a compass in the lower-left side of my field of vision. When meeting up with friends, I tell them to meet me at the "entrance to Ru'Lude Gardens" (when what I really mean is Shinjuku Station's west exit). When I go somewhere by car, I figure I can use Warp to get home if I have a few drinks. Such strange thoughts run naturally through my head.

Since I'm involved in its production, the power of *Final Fantasy XI*'s magic weapon is stronger than most. Talk about being hoisted with your own petard . . . Don't get me wrong, I'm honored to work on a game like this one.

It's been about ten years since *Final Fantasy XI* opened its servers. Like Hiromichi Tanaka, many people up to now have set out on other projects or to other companies. Personally, I think this is a plot to proliferate the DNA of those magic weapons, so all of you out there better stay on your toes. All of us on the *FFXI* development team spearheaded by producer Akihiko Matsui are doing everything we can to transfigure the title into an even more powerful magic weapon.

Thank you for reading this peculiar piece of writing from start to finish. The *Final Fantasy* series soldiers on. I hope you are sucked in by the power of the new magic weapons we have in store!

And of course, enjoy your trip.

NAOSHI MIZUTA

水田 直志

Final Fantasy XI—Composer
Final Fantasy XIII-2—Composer
Final Fantasy: The 4 Heroes of Light—Composer
Final Fantasy Dimensions—Composer

To a boondock high-school computer nerd like myself twenty-five years ago, Square had the image of a company that made games with polished graphics like *Will: The Death Trap II* or *Cruise Chaser Blassty*.

Back then, I was obsessed with games like the RPG pioneer *Wizardry*, playing it like a boy possessed. I only learned later that games like *Dragon Quest* and *Final Fantasy* were inspired by such early games.

Final Fantasy has become a series with its own decorated history.

Whenever I take the reins of this series, I envision those who created the original game twenty-five years ago, as well as the subsequent developers who put their all into making these titles. Having the honor of contributing even a little to this rich history makes me feel about ten feet tall.

TOMOHIRO YAJIMA 矢島 友宏

Final Fantasy XI—Sound Effect Director
Final Fantasy XII—Sound Effect Director
Final Fantasy XIII—Sound Effect Director
Final Fantasy XIII-2—Sound Effect Director

Final Fantasy VII was smack-dab in the middle of development when I joined the company. All around me the staff worked enthusiastically with cutting-edge equipment, and the unfathomable scale of the task left me absolutely astonished at the time.

To me, the *Final Fantasy* series was a prize beyond my reach, and I never thought I'd be the one to take charge of such an endeavor. But around the time I heard that *Final Fantasy XI* would be an MMORPG I'd played more than a few myself and thought I'd like to make one of my own. So I threw my hat in the ring and ended up managing development of *FFXI*.

I was filled to the brim with ideas to craft a new *Final Fantasy* experience. Making the music cut out the farther you got from cities to evoke a sense of loneliness, setting up a framework that could support expansions over several years, changing up the vocalization for each type of character . . . I found myself obsessed with such ideas as development continued.

Over the following ten years I continued developing *Final Fantasy* games, with *FFXI*, *FFXII*, *FFXIII*, and *FFXIII-2*. But in recent years I find myself wanting to try out new sounds, and I always find myself thinking about sound in general. Whenever I design acoustic balance I consider overall harmony that includes both audio and visual elements, aiming for a sound you can feel deep down. I want people to consider the game fun and interesting with the help of sound design, and I strive every day to accomplish this goal.

Final Fantasy players show a deep interest in and high expectations for the sound design, which really piles on the pressure. Still, that just makes this job all the more worthwhile and inspires me to offer the best that I have to give.

HIROSHI MINAGAWA 皆川 裕史

Final Fantasy XII—Character Model Supervision, Director
Final Fantasy XIV—Lead UI/Web Artist
Final Fantasy Tactics—Art Direction

To me, *Final Fantasy* has the image of an unbeatable love rival, or a really good older brother, something like that.

I was a high-school student when *Final Fantasy I* and *II* came out and simply a fan of the series. But when I joined the gaming industry, I started viewing the series as a rival I needed to compete against. Whenever new information came out about the series I'd compare it to the screens of what I was working on, redoing any sprite work that didn't match its quality and reducing the programmer to tears by adjusting the screen layout. There were plenty of other games I liked, but I couldn't help treating *Final Fantasy* as something special, perhaps due to the similar visual style. So from *III* to *VI*, the *Final Fantasy* series was my "enemy."

I was interested in Square for its many inspirational games, not just *Final Fantasy*. I was shocked when the high-capacity era arrived, and after much deliberation I joined Square. I trembled at the sight of a simple corridor, somehow wider than the entire development floor of my previous company. I delighted at the freedom of a vending machine in the break room selling beer. It was the ultimate development environment, full of idiots like me who'd talk shop until the wee hours of the morning day after day.

Soon after entering the company, I was involved in an unnumbered *FF* title, so I ended up making games from close proximity to the "new" *Final Fantasy* releases —*VII* through *X*—that let me keep a close eye on them. My "enemy" had all but disappeared, but with the ultimate rival close by, there was never a dull moment.

I got my chance in my fifth year of employment: I ended up as part of the staff of *Final Fantasy XII*. Although making an *FF* title is way harder than I imagined it would be, I heard feedback from more than enough people enjoying the game to make up for it. Development ended, and on the way home from the launch party I wept in the streets. I had never cried at the end of a project, so I was pretty surprised at myself. Well, I bet whoever saw this bearded old fart weeping in the road was even more surprised, huh?

It goes to show you just how much of an effect *Final Fantasy* has had on me during its twenty-five years. I hope that *Final Fantasy* continues to be a conspicuous existence that tugs at the heartstrings far into the future.

KAZUTOYO MAEHIRO 前廣 和豊

Final Fantasy XII—Battle Design
Final Fantasy Tactics—Planner
Final Fantasy Tactics Advance—Planner

I joined this company soon after the release of *Final Fantasy VI*. I got goosebumps when I saw *Final Fantasy VII*, sensing the future of gaming in the work-in-progress screens I was shown.

After working on *Final Fantasy Tactics* I was involved with other projects for a spell. The *FF* series was a far-off notion for me as a developer, but I was fortunate enough to join the *Final Fantasy XII* team doing battle design.

There are plenty of *FF* titles outside of the main numbered series. Each of the numbered titles has its own world and its own game play. That's because there's no rule in the company about exactly what *Final Fantasy* should be.

Still, whenever development starts on a title, the staff start throwing around the idea of "*FF*-ness." So while there's no set rules, all of our staff work with an idea of what *Final Fantasy* means to them in their hearts. I was deeply moved to discover that these feelings make *Final Fantasy* what it is.

When I worked on game design for *FFXII*, I reminisced about the *Final Fantasy* titles I played as a kid.

I consider that to be one of the precious memories from my childhood. The deep game design, game play allowing me to open up the world as I go, and a moving story let me sense an infinite expanse within that tiny game cartridge.

I'd be thrilled if I could make gamers feel even a little of that feeling.

Final Fantasy continues on, most recently with *Final Fantasy XIV: A Realm Reborn*.

In a contemporary world overflowing with various forms of transient entertainment, I'm doing my best to bring you a game that can become an amazing memory for all players, so we appreciate your continued love and support for the *Final Fantasy* series.

MITSUTO SUZUKI 鈴木 光人

Final Fantasy XIII—Arrangement
Final Fantasy XIII-2—Composer
Final Fantasy: The 4 Heroes of Light—Arrangement

I was in junior high school the first time I got my hands on *Final Fantasy*. The ambiance of the room I played it in has stayed with me, its singular memory remaining vivid in my mind.

There's one question people often ask:

"Where do you think video game music will go from here?"

Sound design is responsive: a gray area between black and white, shifting from static to dynamic. A sound-related memory acting as a bookmark from my junior high school days may change its shape, finding its way into the memories of other users.

Games are a method to guide people to a world outside of reality the moment they play them. This is what fantasy is all about.

KAZUYA NIINOU 新納 一哉

Final Fantasy XIV—Assistant Director

Congratulations on the twenty-fifth anniversary.

My student days were a time of growth and development for games, so that was all I talked about with my friends back then.

More than anything, I remember the *Final Fantasy* series being the topic of conversation.

"The latest *Final Fantasy* is amazing!"

Our talks about the series always started out that way.

Devouring previews from the opening insert article from a certain weekly boys' magazine, our hearts would flutter at the new game that "wouldn't try to bring you the same old shtick."

Change jobs, jump through the air, fight with huge summon beasts, watch beautiful 3D movies . . . *Final Fantasy* was always amazing, but to the me that had taken an interest in game development, the series had become my ideal.

I continued to make RPGs with the aim of approaching said ideal and was fortunate enough to get involved with the development of *Final Fantasy XIV*.

"The latest *Final Fantasy* is amazing!"

I'll work hard to make *Final Fantasy XIV* into a game both the fans and I can think of this way.

YOSHIHISA HASHIMOTO

橋本 喜久

Final Fantasy XIV—Technical Director
Agni's Philosophy: Final Fantasy Realtime Tech Demo—Technical Director

As CTO (chief technology officer), I support high-end game development from the technical side, and I'm currently building our next-generation game development environment, Luminous Studio for the sake of the future. At the same time, I have opportunities to work on *Final Fantasy* projects from several angles.

The first *Final Fantasy* I've been involved with as a creator is the MMORPG *Final Fantasy XIV: A Realm Reborn*. As technical director, I mainly oversee the programmers for the reborn *FFXIV*. Not only is Luminous Studio being utilized as the development environment for the new *FFXIV*, but special graphics libraries, development tools, and server systems are being written especially for this game, and parts to help us deliver the best MMORPG experience in the world are being constructed at a breakneck pace. An incredible number of staff work day and night to ensure the steady progress of both the PC and PS3 versions. Production is approaching the climax as well, and with the alpha test, beta test, and relaunch going live, the reborn *FFXIV* is slowly coming into focus for our users. As a creator, I have a deep emotional attachment to this game. As a *Final Fantasy* player, I'm looking forward to the relaunch as much as anyone. I hope you're all waiting for the relaunch with bated breath.

Now then, my second experience with *Final Fantasy* was *Agni's Philosophy: Final Fantasy Realtime Tech Demo*, shown at Electronic Entertainment Expo in June 2012. From the initial planning to the finished product, I was involved with this real-time movie set in a *Final Fantasy*–style world as both director and producer. This demo was made to show the quality that could be achieved with future *Final Fantasy* game footage made with Luminous Studio. Despite being demo footage, it bears the name of *Final Fantasy*. In order to present a polished world worthy of the association, all of the staff threw themselves into the project from initial development to the final moments, as one would do for any game software. Seeing the extremely positive reaction to the presentation both domestically and abroad, I was relieved to see that the staff's passion was reflected in the final product. *Agni's Philosophy* was made into a product that has the feeling of *Final Fantasy* but with a more adult taste never before seen in the series. Please take a look when you have a chance.

Final Fantasy is a series with a twenty-five-year history enjoyed by a long history of gamers. I'm pleased to have had an opportunity to work on this series as a game creator, and at the same time I can sense the gravity of that responsibility. I hope I get all sorts of chances to contribute to *Final Fantasy* in the future, directly and indirectly, experiencing both joy and tension. I'll do everything I can to roll out the red carpet for an amazing year thirty, year forty, and year fifty! Keep a lookout for the finished Luminous Studio, too!

MASAYOSHI SOKEN

祖堅 正慶

Final Fantasy XIV—Sound Director (Composition and Arrangement, Sound Design)

To be honest, I'm not sure if someone like me should be talking about *Final Fantasy*, but if you insist!

Over a decade has passed since I joined this company. Still, my first full-on experience with *Final Fantasy* didn't start until *FFXIV*.

I've always been aware of its imposing existence, but to be fair I can be a real contrarian. I may work for Square Enix, but I always go for sound design that stands out from the proverbial SE crowd, and all the sound I put out there is drenched in that sense of rebellion.

I always thought to myself, "I should make something that *Final Fantasy* can't!" People working on *Final Fantasy* would say, "Man, that Soken always seems crazy busy, but he seems to do whatever he wants. He sounds like a handful, but at least he's having fun!" I have to say, that felt pretty good to hear.

. . . Whoops. I haven't exactly painted myself in a great light here, now, have I?

Looking back on my first job after joining the company, I spent half a year editing live commercial broadcast announcements. This was the first time the company had ever done a tie-in, but they proposed a tie-in with a band of punks with full-body tattoos, saying, "This is a sports game, so we should hit them with some intense tunes when they boot up the game!" The band members were brought over without warning, freaking everybody out. This was as far away as someone could get from the image of *Final Fantasy* at the time.

Thanks to that experience I started off working on sound effect production. Our company's sound department was a collection of rare creators good at divvying up the labor, and I evolved into one of those people that could handle all the work of the sound team, from SFX, composition, and arrangement to dialogue, recording, and engineering.

This is how I became a lone-wolf type, doing whatever I wanted over the next ten years . . . until they finally got me! I was thrown into the maelstrom known as *Final Fantasy XIV*!!

Like an idiot I tried tackling the massive warship known as *Final Fantasy* head on, quaking in my boots the whole time. Little did I know this was the ultimate gambling den, chock full of the best tech and the artistic skill to put it to good use!

I couldn't believe it! You guys expect me to handle all this?!

Believe you me, that was my first, honest impression. Seriously, I may be the guy manning the weapon that is "sound" on the massive battleship of development known as *Final Fantasy*, but nothing much has changed from that first impression!

The ultimate art blossoms through ultimate skill, and when the chips are down *Final Fantasy* is one of the most interesting games out there. All staff onboard have lofty goals, so I expect development of *Final Fantasy* will persist in pursuit of that ever-distant brass ring.

Anyway, what I'm trying to say is this: *Final Fantasy* is a mix of guts, brains, and spirit! I'm talking about super, ultra, great, maximum, strong entertainment here! The very best! And don't you forget it!

NAOKI YOSHIDA

吉田 直樹

Final Fantasy XIV—Producer, Director
Final Fantasy XIV: A Realm Reborn—Producer, Director

The thing about *Final Fantasy* I can never forget might be a common choice for some, but I'd have to pick the opening to *Final Fantasy I* on the Famicom.

There are certainly more games now, and just as many ways to render such scenes, but I remember the deep impression adopting such a cinematic opening left on me.

In the twenty-five years that have passed from that moment, I had never worked on the *Final Fantasy* series, despite working as a game developer. For someone like me to end up taking the lead on the latest game in the series was completely unexpected and an honor I can't express in words! To be fair, the pressure is just as inexplicable . . .

Final Fantasy is loved by so many people, and the series was a shock for many, acting as a "first impact" of sorts into the world of gaming. The excitement of *FFI*, the fun and frustration of *FFIII*, the impact of *FFVII*. These games live as unique experiences inside each and every gamer.

The series has been around for twenty-five years now. *Final Fantasy* does not belong to us creators alone; it belongs to everyone. I want to keep making games that respond to all of these feelings, together with all of you!

Here's to hoping I get to meet all of you players out there . . . in *Final Fantasy XIV*, in the world of Eorzea.

FINAL FANTASY

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FINAL FANTASY®

ULTIMANIA ARCHIVE

X XI XII XIII XIV

VOLUME 3